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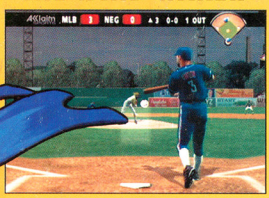

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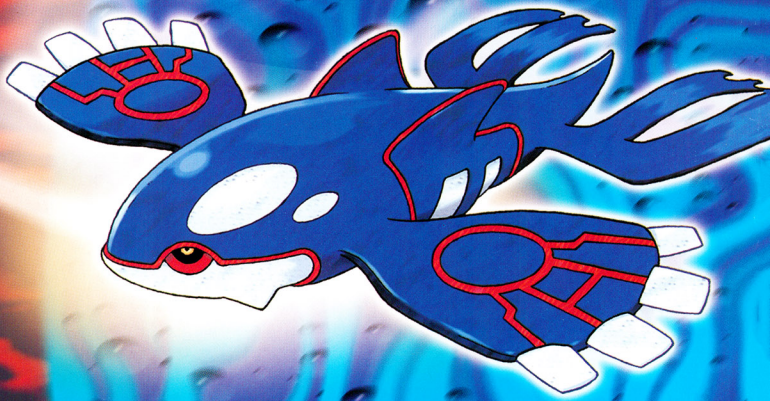

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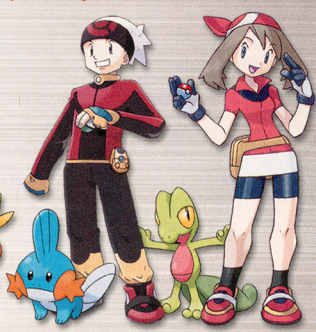

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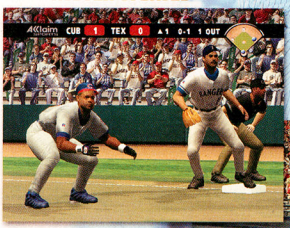


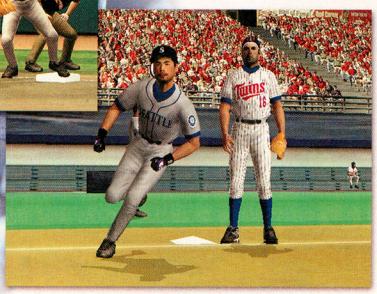

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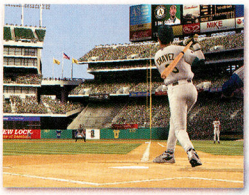

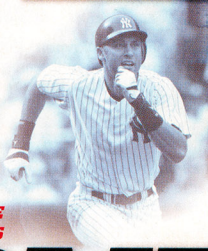

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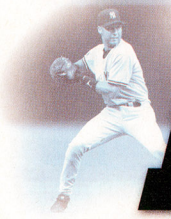

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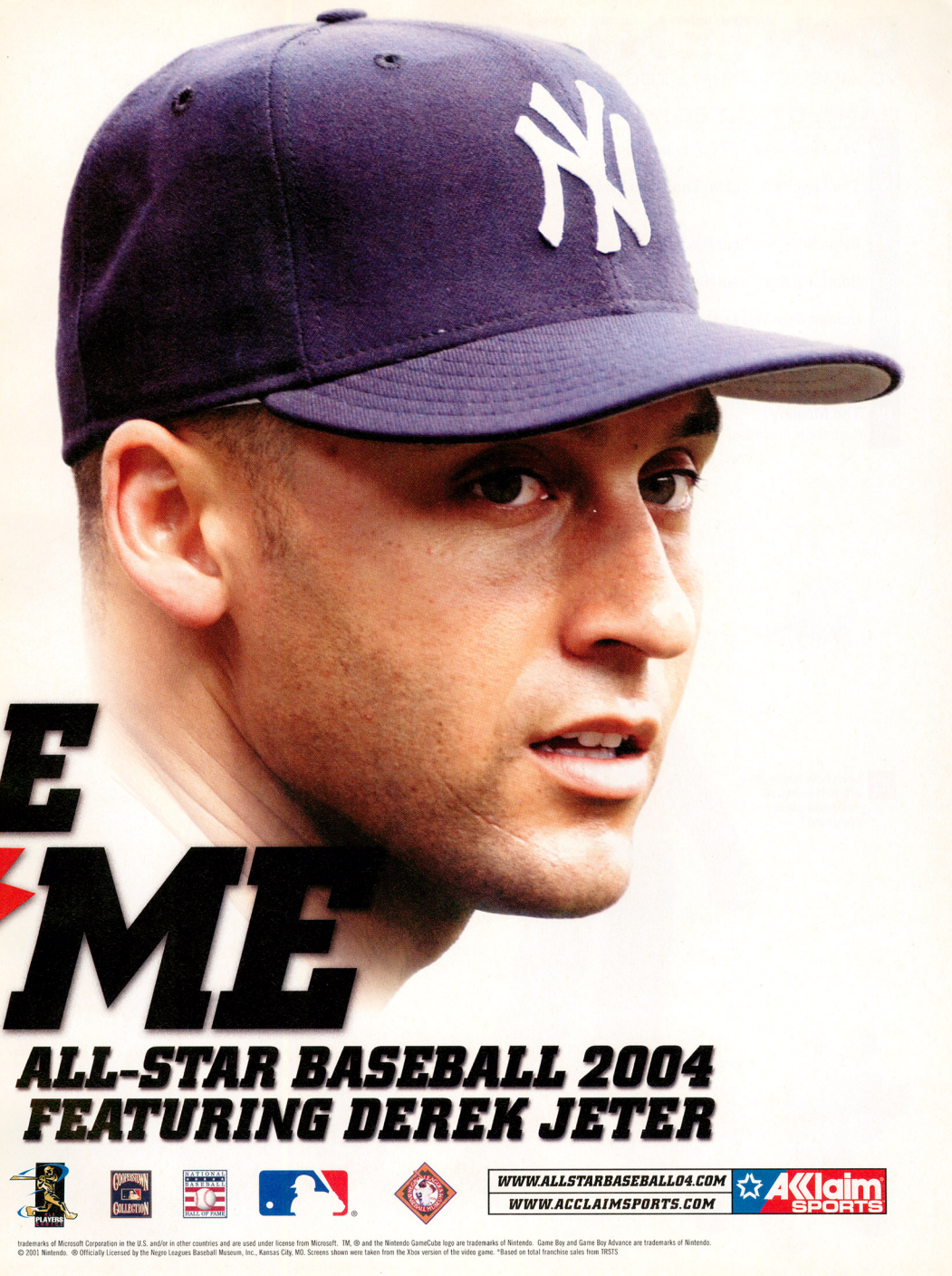


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# CONTENTS

VOLUME 167—APRIL 2003

## GAME STRATEGIES


**32** **Pokémon Ruby and Pokémon Sapphire**

**52** **The Legend of Zelda: The Wind Waker**
Part two.

**78** **Rayman 3: Hoodlum Havoc**

**94** **Hamtaro: Ham-Ham Heartbreak**

**100** **Golden Sun: The Lost Age**

**110** **Mega Man & Bass**
Mega Man & Cello didn't have the same ring.

**116** **The Mummy**
Run home to mummy.


## SPECIAL FEATURES


**42** **The Sports Reports Baseball Special**

**50** **The Hobbit**
The road goes ever on and on . . .

**62** **Enter the Matrix**
This game's so good, it can make Keanu Reeves look cool.

**88** **X2: Wolverine's Revenge**

**92** **Player's Poll Sweepstakes Gone Wrong**
We pity the fools that won these contests.

**32** Look how happy they are to have a new Pokémon game. Ain't life grand?

Link It Up!
The Saga Continues
Return to Golden Sun's immersive world of magic, sword play, and adventure as you continue the quest to restore the power of Alchemy to the land.
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I'm sure there's even more out there waiting for us to find it!
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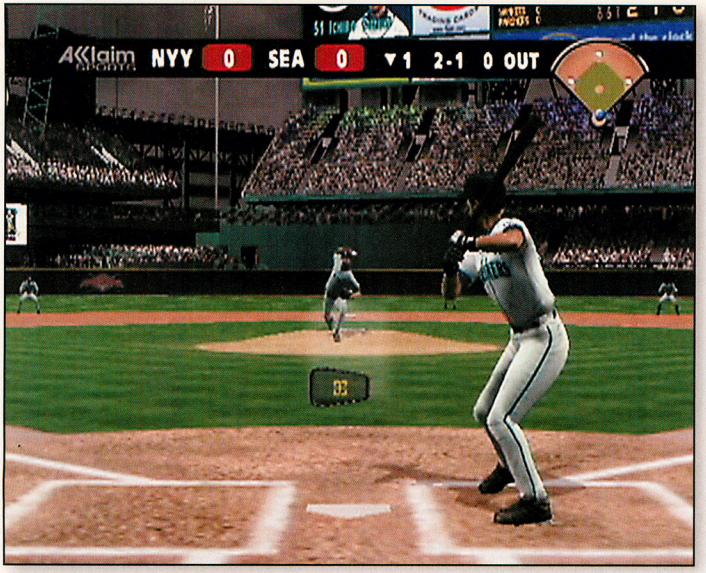



42 Heeeeey, batta, batta, batta . . . swiiiiing, batta!

## DEPARTMENTS


10 **Player's Pulse**

16 **Power Charts**
It's like American Idol without all the singing.

20 **Game Watch**

28 **Power On**

30 **Nintendo Online**

66 **Fundamentals**

70 **Classified Information**

82 **Epic Center**

98 **Player's Poll Sweepstakes**

122 **The Crossing Guardian**

124 **Arena**
Metroid Prime challenge winners!

126 **Title Wave**

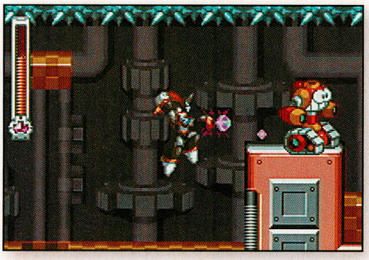
132 **Now Playing**

140 **NP 411**

142 **The Nindex**

144 **Next Issue**

88 So I was thinking that we could just sit down and talk about our problems like gentl—OW!



110 That robot won't be smiling for long.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Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada).


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# PLAYER'S PULSE

**We're dispelling rumors, passing out tech tips and more in this issue's Player's Pulse. The flood of responses we received to last month's Write Away, Right Away proved that games tug at the heartstrings from time to time. Check out the responses starting on page 11.**

## NOTHING BUT THE TRUTH

Is it necessary to hold Reset while you turn off a game with saved data? I take it from Mr. Resetti's less-than-pleasant appearances in Animal Crossing that resetting for any purpose is frowned upon.

*Ian Browning*
*Via the Internet*

*No, it isn't necessary to hold the Reset button when you turn off your GCN in any instance. Because Animal Crossing is a real-time game, you should press Reset or Power only after the game has completed saving and you've chosen to quit. Mr. Resetti appears only when you press Reset during game play.*

I was looking online at some games and I came upon Metroid movie info. I read that it's going to be made by the creators of *American Pie* and *Final Destination*. What do they have planned for Metroid, or is this a big hoax?

*Wazzupkid3*
*Via the Internet*

*What you read is no hoax. Hollywood producers Warren Zide and Craig Perry recently acquired the rights to create a movie based on the Metroid game series. Since the movie is still in its preliminary stages, very little info is known. We're excited to see how the producers will interpret the Metroid saga.*

I was playing SSBM with a couple of my friends and one of them said that you can get a Balrog (from Lord of the Rings) as a playable character for the game. Can you clear this up for me?

*Bret Smith*
*Via the Internet*

*As cool as that would be, there are no Balrogs available in Super Smash Bros. Melee.*

## TECH TIPS

My Memory Card keeps saying that the data on it is corrupted. I had this problem once before with this data—I got through it and saved my data. I really don't want to start all over with my town, so please tell me what I can do to save my precious memory.

*Shadowlord799*
*Via the Internet*

*Several things could cause such a message to appear. The main culprit is unlicensed products—always look for the Official Nintendo Seal of Quality to ensure that you won't have quality or compatibility problems with your accessories. The message may also appear if you turn the power off while the game is saving—doing so can result in problems with your saved data. Unfortunately, you probably can't recover the data you've already lost.*

## LETTER OF THE MONTH

**I just got done watching a James Bond biography. It said that Ian Fleming (James Bond's creator) was born in 1908, went to Eton and some military school, and was thrown out of both for breaking the rules. Then he joined the British Naval Intelligence and fought in WWI. After that, Ian Fleming retired to Jamaica and wrote 12 or so James Bond books—many of which have been made into movies and video games!**

**My point is, who would have thought, 54 years ago when Dr. No was published, that today they'd be making James Bond video games? It's just so unbelievable! I think Ian should be honored by all the James Bond video game fans everywhere, everyday!**

*Brandon Hamilton*
*Ohio*

*What a great example of how a legend is born! Game developers often look to movies and books for inspiration. The Lord of the Rings is another amazing movie and video game series that started off as books. The opposite can also be true—widely popular game series, such as Metroid, often appear across multiple forms of media.*

I think I speak for a lot of us when I ask "what is the difference between a Modem Adapter and a Broadband Adapter for the Nintendo GameCube?"

*Kevin*
*Via the Internet*

*They are very similar and serve the same purpose. The Modem Adapter connects your GCN to a dial-up Internet connection whereas a Broadband Adapter connects your GCN to a DSL or cable Internet connection.*

## BITS AND PIECES

I was wondering who sang the theme song for James Bond 007: NightFire and what the song's name is.

*Sebastian Reeves*
*Via the Internet*

*The song you're referring to is called "Nearly Civilized," and it is performed by Esthero. You can find detailed song info on page 28 of the James Bond: 007 NightFire instruction manual.*

I read that there's a Legend of Zelda: Ocarina of Time manga! Is it ever coming to the U.S.? I'll bet it would make a lot of fans happy if it did!

*Kat*
*Via the Internet*

*There is a manga series based on the Legend of Zelda games. The Legend of Zelda manga is written by Akira Himekawa and published by Shogakukan Comix in Japan. Unfortunately, the only ways to get your hands on them are to find them at or order them from a comics store that offers imports, or to order them from Japan yourself. Remember, the text will be in Japanese!*

# WHEN STUDENTS TEAM UP

**The students at Trinity Christian School in Omaha, Nebraska, decided to do something extra-special this holiday season for their favorite homeroom teacher, Mr. Hood. Below is a portion of a letter from student Ian Hutcheson's and pictures of the happy teacher with his new Nintendo GameCube.**

*Mr. Hood told us earlier in the year that he didn't have a game console anymore and hadn't for a while, but loved to play video games. A friend and I thought to buy him a GCN for a Christmas present. It was a great gift for him—a great gift for a great guy! Knowing that we couldn't buy it ourselves, we got a couple friends in our class to help us raise money. Some students from other classes heard about what we were doing and they donated money, too. We all signed the GCN before we gave it to Mr. Hood.*

I've found some cool (old) Nintendo stuff, but there's one thing that I've always wanted to come across. They're the old Mario and Zelda movies and TV shows. Those were the coolest! I was wondering if you would please rerelease all the Nintendo shows on DVD! You could call it the Nintendo Collection or something like that. It'd be awesome if you could make my dream into a reality!

*Wilson Strickland*
*Alabama*

*You'll be thrilled to know that Trimark Video has released the* Super Mario Bros. Super Show *on DVD. It is available at www.lionsgatefilms.com.* The Super Mario Bros. Super Show: Greatest Movie Moments *DVD features two Legend of Zelda TV series episodes as an extra!*

## IT'S A SMALL WORLD

I was recently playing SSBM on my GCN, and in the credits after the game I saw a familiar name in the voice cast—Hikaru Midorikawa, the voice of Marth. Just to be sure, I watched through an episode of "Gundam Wing" on my dad's DVD player. I switched the language from English voice acting to Japanese voice acting and kept my eye on the voice cast in the credits. Sure enough, Hikaru Midorikawa is the voice of Heero Yuy un the Japanese version of "Gundam Wing!" I was completely amazed! Just thought you'd like to know, Marth fans.

*Benjamin Woodard*
*Texas*

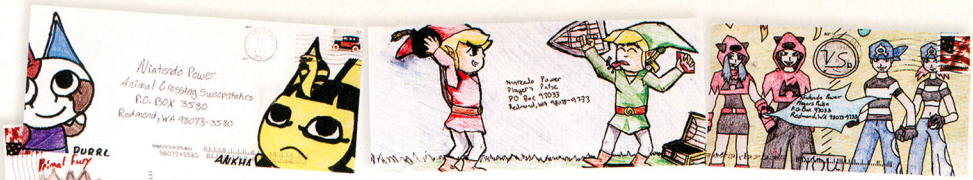
*Hikaru Midorikawa is also the webmaster and writer of a cool website called Hikaru's Bar—his fans should check out! Keep in mind that most of the site is in Japanese.*

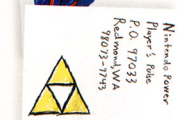
## LAUGH, CRY & CHERISH THE MEMORIES

The saddest ending in a game that I have played would probably be in Mega Man X, when Zero is destroyed and he gives you a mushy speech before he fades away and you fight Sigma. Then you run off and defeat Sigma and remember Zero as the game ends.

*Mark Newton*
*Via the Internet*

In reply to the saddest moments in video games, I instantly think of one thing—Sonic Adventure 2: Battle's ending. Shadow teams up with



Sonic, and even sacrifices his last bit of energy to save Earth because it was Maria's last wish. I was playing the game with the Japanese voices turned on, and when Sonic referred to Shadow as "Shadow the Hedgehog-san," I lost control. I was hit hard and felt the emotion right there with Sonic and the gang. I have to admit, I was sitting there with tears racing down my cheeks. It was truly moving.

*Passion Wovstah*
*Via the Internet*

The saddest ending to any video game I ever played is definitely in Robotech: BattleCry. At the end, our hero Jack Archer sits in his crippled Veritech after saving the planet from the opposing forces, sent millions of light years from Earth due to a space fold. Reflecting on the things he has done in the past, and as the air gets too thin for him to talk, he draws the Veritech forces' emblem in the condensation on the canopy with his finger. With his last breath he says, "The future is looking . . . so . . . bright . . ."

*The Asquith*
*Via the Internet*

What has to be the saddest ending in a Nintendo game was in Majora's Mask when it showed the Deku Palace's butler kneeling in front of his son's grave. I practically cried! I felt very sorry for him.

*Chris Morrell*
*Via the Internet*

Video games have brought emotions to me before. Chrono Trigger for the Super NES brought a tear to my eye at the end. Watching all of Crono's friends go back to their own times was sad—knowing Crono and company couldn't see each other again. Especially when Marle kisses Frog (sniffle sniffle).

*Craig Duguay*
*Via the Internet*

The saddest ending to any game on any system would have to be at the end of my favorite game, Pikmin. I mean, Captain Olimar practically becomes family with the Pikmin, has them help him get his ship back and running, and then he goes and leaves them!!! They were probably swooped away by a Swooping Snitchbug, hopped on by a Yellow Wollywog, or worse yet, forced to massage Emperor Bulblax's feet! Oh, the horror! Now *that* is sad.

*Kyle Bordenet*
*Tennessee*

I thought the Legend of Zelda: Ocarina of Time had the most touching ending. After defeating Ganon as an adult, peace in Hyrule is restored. It is time for Link to return to the past and he hands the Ocarina of Time back to Zelda so she can use it to send him back. Zelda seems about to cry, but she knows that Link has to go back so the sacred realm can be closed. Because Link was in a slumber for seven years and disappeared for those years, it is so painful for Zelda to send him back to his past. The game ends with young Zelda looking at Link and the Scarecrow's Song is playing in the background as a reminder of his childhood.

*Jonathan Tsai*
*Via the Internet*

The saddest game ending that I can remember is in the Secret of Mana for Super NES. I mean, to have a main character that you'd been playing with for some time (and had been a friend of the other main characters) actually die, then seeing her spirit watching you from the treetops was very emotional.

*Aaren*
*Via the Internet*

**Border Art Provided By:**
Andrew Brubaker, Washington
Anonymous, Arizona
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Cristina M. Couchman, Arizona
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Elizabeth Slipel, Maryland
Daniel Trapani, New York
Jimmie Lee Wright, Georgia

## WRITE AWAY, RIGHT AWAY

**In honor of the highly anticipated Pokémon Ruby and Pokémon Sapphire games, this month's Write Away, Right Away topic is Pokémon themed. We know everyone has a favorite Pokémon, but only the biggest Pokémon fans dream of making up their own Pokémon. If you could create the ultimate Pokémon, what would it be? Send your ideas to the addresses displayed in the 411 section on page 140.**

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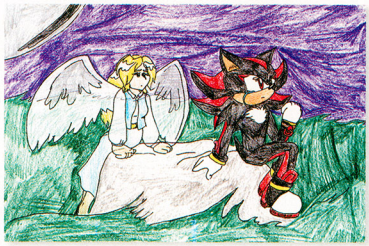
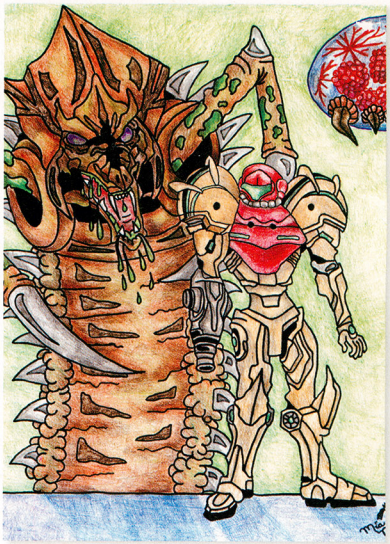
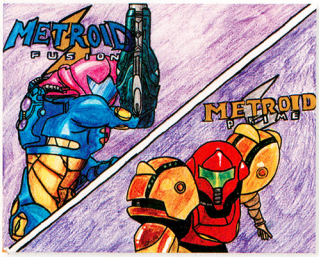
# PLAYER'S PULSE
# ARTIST'S GALLERY



Amanda M. Moore
Louisiana

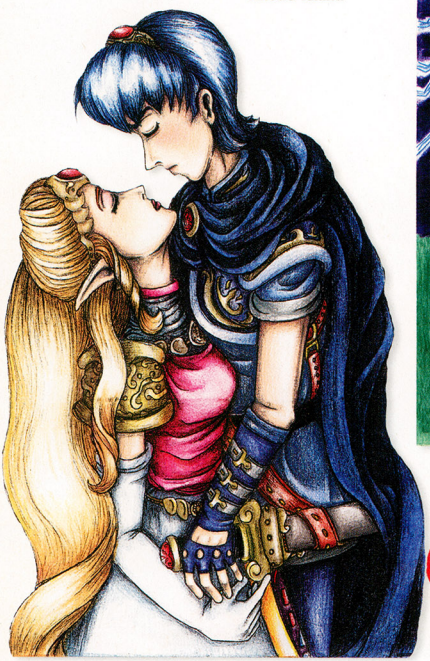


Mia Ness • North Dakota




Sarah Marie Estrela
Rhode Island

Doug Saquie • California



ART OF THE MONTH CONTEST WINNER

Lilia Arktonia
Minnesota

**12.2001**

*Space epic storms Japanese arcades... becomes #1 shooter of the year*

**09.2002**

*The phenomenon hits home on Sega® Dreamcast™...overseas*

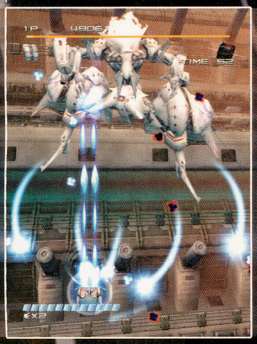
**04.2003**

*The cult hit comes to the U.S. for the first time...*

# 斑鳩

# IKARUGA™

## "Our *frothing demand* for this game *increases*." –IGN.com



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NINTENDO GAMECUBE

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# POWER CHARTS.167

## Nintendo GameCube

Samus Aran's reign at the top of the sales chart has ended as Aragorn and company debut at number one with EA's The Lord of the Rings: The Two Towers. Both games are still very precious to the NP Krew.

### TOP-SELLING GAMES* NINTENDO GAMECUBE

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | THE LORD OF THE RINGS: THE TWO TOWERS | • | 1 |
| 2 | METROID PRIME | 1 | 3 |
| 3 | MARIO PARTY 4 | 2 | 4 |
| 4 | ANIMAL CROSSING | 7 | 5 |
| 5 | SUPER SMASH BROS. MELEE | 6 | 14 |
| 6 | SONIC MEGA COLLECTION | 8 | 3 |
| 7 | SUPER MARIO SUNSHINE | 3 | 6 |
| 8 | SKIES OF ARCADIA LEGENDS | • | 1 |
| 9 | TONY HAWK'S PRO SKATER 3 | • | 5 |
| 10 | MADDEN NFL 2003 | 17 | 4 |
| 11 | GODZILLA: DESTROY ALL MONSTERS MELEE | 13 | 3 |
| 12 | JAMES BOND 007: NIGHTFIRE | 4 | 3 |
| 13 | PHANTASY STAR ONLINE EPISODE I & II | • | 2 |
| 14 | RESIDENT EVIL 2 | • | 1 |
| 15 | RESIDENT EVIL ZERO | 9 | 3 |
| 16 | SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN | • | 1 |
| 17 | SSX TRICKY | • | 3 |
| 18 | RESIDENT EVIL 3: NEMESIS | • | 1 |
| 19 | STAR FOX ADVENTURES | 10 | 5 |
| 20 | MEDAL OF HONOR: FRONTLINE | 16 | 2 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

### PLAYER'S CHOICE * NINTENDO GAMECUBE

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: THE WIND WAKER | 1 | 3 |
| 2 | METROID PRIME | 5 | 10 |
| 3 | SKIES OF ARCADIA LEGENDS | 2 | 5 |
| 4 | THE LORD OF THE RINGS: THE TWO TOWERS | 4 | 5 |
| 5 | IKARUGA | • | 1 |
| 6 | SUPER MARIO SUNSHINE | 8 | 9 |
| 7 | ANIMAL CROSSING | 3 | 10 |
| 8 | PHANTASY STAR ONLINE EPISODE I & II | 7 | 8 |
| 9 | RESIDENT EVIL ZERO | 6 | 6 |
| 10 | LOST KINGDOMS II | • | 1 |
| 11 | THE SIMS | • | 1 |
| 12 | TIMESPLITTERS 2 | 10 | 10 |
| 13 | RAYMAN 3: HOODLUM HAVOC | 17 | 2 |
| 14 | TIGER WOODS PGA TOUR 2003 | • | 2 |
| 15 | BALDUR'S GATE: DARK ALLIANCE | 15 | 5 |
| 16 | ALL-STAR BASEBALL 2004 | • | 1 |
| 17 | NHL HITZ 20-03 | 19 | 2 |
| 18 | NBA STREET VOL. 2 | • | 1 |
| 19 | JAMES BOND 007: NIGHTFIRE | 9 | 3 |
| 20 | TONY HAWK'S PRO SKATER 4 | • | 1 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

## Future Release

### MOST WANTED

| | | PLATFORM | PRIOR POSITION | MO. ON CHART |
|---|---|---|---|---|
| 1 | FINAL FANTASY: CRYSTAL CHRONICLES | GCN | 1 | 4 |
| 2 | HARVEST MOON: A WONDERFUL LIFE | GCN | 5 | 8 |
| 3 | FINAL FANTASY TACTICS | GBA | 3 | 3 |
| 4 | ADVANCE WARS 2 | GBA | • | 1 |
| 5 | P.N. 03 | GCN | • | 1 |

KEY: NINTENDO GAMECUBE, GAME BOY ADVANCE

# MEGAMAN KICKS OFF HIS 15th ANNIVERSARY CELEBRATION

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**Join Mega Man and Bass's fight for humankind as you face off with the newest menace in town, Robot King. He's captured all of the data plans for Dr. Wily's creations in order to crush and dominate all humans. Mega Man and Bass set out separately to stop him, but only one may succeed!**

15th ANNIVERSARY

Play as Either Mega Man or Bass

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Defeat Robot Masters to Open More Paths

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1492: Columbus declares the world is round.
2003: Michael disagrees.
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GAMECUBE
Michael, Wal-Mart Customer
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# Game Boy

The Yu-Gi-Oh! craze continues as The Eternal Duelist Soul returns to the top of the Game Boy sales chart this month. Meanwhile, the NP Krew has a new handheld favorite in Golden Sun: The Lost Age.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

## TOP-SELLING GAMES* GAME BOY

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | YU-GI-OH!: THE ETERNAL DUELIST SOUL | 2 | 4 |
| 2 | THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS | 1 | 2 |
| 3 | METROID FUSION | 3 | 3 |
| 4 | YU-GI-OH!: DARK DUEL STORIES | 8 | 9 |
| 5 | KIRBY: NIGHTMARE IN DREAM LAND | 6 | 2 |
| 6 | YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 | 5 | 5 |
| 7 | THE LORD OF THE RINGS: THE TWO TOWERS | • | 1 |
| 8 | SONIC ADVANCE | • | 11 |
| 9 | SUPER MARIO WORLD: SUPER MARIO ADVANCE 2 | 7 | 13 |
| 10 | GAME & WATCH GALLERY 4 | • | 1 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

## PLAYER'S CHOICE* GAME BOY

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | GOLDEN SUN: THE LOST AGE | 3 | 2 |
| 2 | METROID FUSION | 1 | 10 |
| 3 | THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS | 2 | 10 |
| 4 | POKéMON RUBY AND POKéMON SAPPHIRE | 4 | 3 |
| 5 | CASTLEVANIA: ARIA OF SORROW | • | 1 |
| 6 | LUNAR LEGEND | 5 | 4 |
| 7 | WARIO WARE INC. | • | 1 |
| 8 | SONIC ADVANCE 2 | 6 | 2 |
| 9 | CAR BATTLER JOE | 7 | 5 |
| 10 | BRUCE LEE: RETURN OF THE LEGEND | • | 1 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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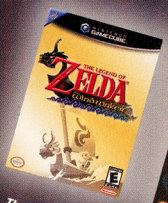
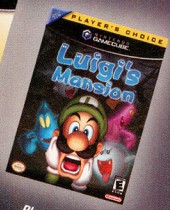
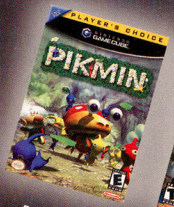



The Legend of Zelda: The Wind Waker




Player's Choice Luigi's Mansion




Player's Choice Pikmin

Player's Choice Super Smash Bros. Melee

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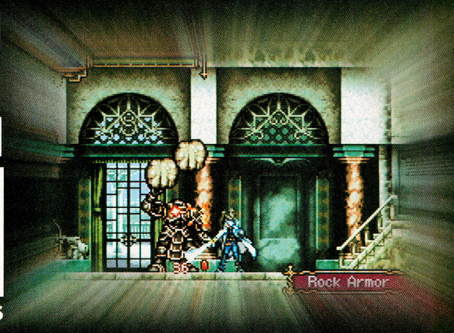
# GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



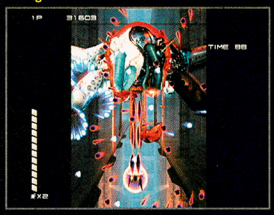

Castlevania is back on GBA, and this time Konami sets the tale in the future. Don't miss this month's first-ever hands-on preview of Castlevania: Aria of Sorrow.

## THE SPOTLIGHT

### Sonic Adventure DX

Another classic Sonic adventure from the Dreamcast gets a makeover for GCN. Sonic Adventure DX is coming this summer.

### Ikaruga



If you like fast action, you're going to love Ikaruga from Infogrames. It's a brilliant take on classic space-shooters.

### Pikmin 2

Turn to this month's Gallery to see more of Shigeru Miyamoto's sequel to Pikmin. We have the first screen shots ever of Pikmin 2!

### Kirby's Air Ride

Game Watch has visual confirmation that Kirby is coming to GCN. Check out the first screen shot of Kirby's Air Ride.

### Wario Ware, Inc.

Wario is trying to create games on a shoestring budget to save money. The result is a brilliant hodgepodge of minigame madness.

### Donkey Kong Country

Donkey Kong reprises his role in one of the most successful platform games of all time. Check out all the GBA version's extras.

## THE GAMING NEWS FOR APRIL 2003

### UNBEATABLE VALUE FROM NINTENDO

There's never been a better time to buy and own a Nintendo GameCube. On February 9th, Nintendo began offering a free game with the purchase of every GCN console (MSRP $149.95). Buyers get to choose one free game: Metroid Prime, Star Fox Adventures, Mario Party 4 or Resident Evil 0. Nintendo also announced the continuation of the Player's Choice series of titles (MSRP $29.95). The first GCN Player's Choice titles are Luigi's Mansion, Pikmin and Super Smash Bros. Melee.

### HONORING THE FATHER OF GAME BOY

The International Game Developers Association honored Gunpei Yokoi posthumously with its Lifetime Achievement Award in March. Yuji Naka, last year's recipient, presented the award to Mr. Yokoi's family. Mr. Yokoi is best known for his work at Nintendo, where he developed the Game Boy console, Game & Watch games and Metroid. He passed away in 1997.

### NIGHTMARES OF THE RAVEN

Nightmare Creatures 3: Angel of Darkness will hit Nintendo GameCube in 2004 thanks to Ubi Soft. The new action-horror game is set in 19th-century Prague, where the heroine merges with a raven at night to become a winged avenger. We have to wonder if her name is Lenore.

### ALL THE RAGE

Universal Interactive's The Incredible Hulk game for GCN is scheduled to be released at the end of May, several weeks before the new Hulk movie opens this summer. Players will be able to play as both Bruce Banner and his gamma-enhanced alter ego, The Hulk. The game will feature 30 levels with fully destructible environments, so players can hurl enemies through walls and toss cars and trucks like toys. Talk about road rage!

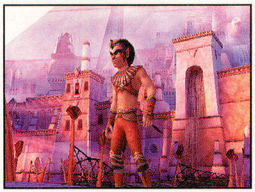
### AN EMPIRE OF BAD BOYS?

*Bad Boys II*, starring Will Smith and Martin Lawrence, will go interactive during the 2003 holiday season, when Empire Interactive releases a GCN game based on the movie. Empire has stated that BB II may be only the first of many Bad Boys games.

### CRAVING BARGAINS

Crave Entertainment announced that it will be shifting its attention from developing and publishing its own titles to releasing value-priced games for all video game consoles, including Nintendo GameCube and Game Boy Advance. Crave plans on acquiring the publishing rights to games from other developers and selling them at an MSRP of $19.99 or less. As part of the new strategy, Crave has sold off all of its current software projects to other publishers. Vivendi Universal, for instance, will publish Mace Griffin Bounty Hunter. Stay tuned for great deals.

## RIDDLE OF THE SPHINX



Travel to ancient Egypt this fall in a new GCN adventure from THQ and Eurocom. Sphinx (the game's working title) is also the name of the protagonist, who travels through magic portals to many lands on a quest to recover the stolen crowns of Egypt. Sphinx must earn special powers to combat hundreds of fantastic creatures and defeat the evil plans of Set. Eurocom is no stranger to compelling 3-D adventures, having developed James Bond 007: NightFire. The rich history and mythology of ancient Egypt should be fertile ground for the character-based adventure.

## BANDAI MUSCLES IN

Bandai's Ultimate Muscle: The Kinnikuman Legacy is entering the GBA ring this June. The out-of-this-world wrestling game features 18 outer-space heroes (as seen Saturday mornings on Fox), who have come to earth to prove their mettle on the mat. The irreverent Kid Muscle, son of King Muscle, leads the action, grappling and slamming his way toward galactic wrestling acclaim.

## SPLINTER CELL GETS SMALL

Ubi Soft has both big and small plans for Tom Clancy's Splinter Cell. The small plan is big news for Game Boy Advance players—the world of covert antiterrorist ops is headed to GBA this May.

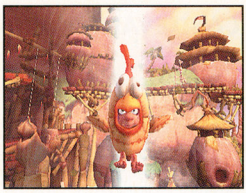
Our two screen shots show both action and stealth elements. The side-scroller should be a nice complement to the immersive 3-D environments of the GCN version, which is also being released in May. But the biggest news is that the GCN and GBA games have connective features, which gives them a tactical edge over the competition. Don't miss next month's featured preview of both Splinter Cell games.

## PIGLET'S GOT GAME ON THE GCN

Frightened by his shadow and mocked by Tigger, Piglet is having a crisis of identity, but with a little help from the denizens of the 100 Acre Wood, perhaps he can gain some confidence.

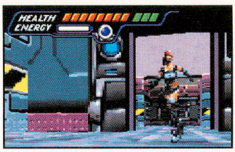
In Piglet's BIG Game from Gotham Games (due out this spring), players help Piglet solve simple puzzles and save his friends from sticky situations. The reward is the beautifully rendered cinema scenes that look and sound just like Disney's animated Pooh adventures. Players above the age of five may not find the game challenging, but Pooh fans will be delighted by the chance to interact with Christopher Robin's pals.

## THE POWER OF THE JUJU



When magic moonstones go missing from a tribal world, young Tak—the shaman's apprentice—is assigned the daunting task of recovering them. THQ's Tak and the Power of the Juju—coming this fall to GCN—is a platform adventure that takes place in a 3-D world filled with magic (a.k.a. juju). Tak's inventory is filled with useful items such as a spirit rattle, a vaulting pole and a blowpipe that will help him defeat enemies, explore worlds and solve puzzles.

## RADIUM REALITY



This spring, the publisher that brought you the incredibly wacky Urban Yeti! for Game Boy Advance is set to break the mold once again with the first 3-D third-person-perspective title for GBA. Telegames's Radium features Tomb Raider-style game play in 16 levels, with four boss battles and multiple weapons and power-ups. The sci-fi story is told through 3-D cinematics, and the music system is based on the actions that are taking place at the time.

## SONIC ADVENTURE DX

**Game Type:** Platform
**Publisher:** Sega
**ETA:** June 2003
**System:** Nintendo GameCube

Sega has given the first Sonic Adventure a facelift and connectibility to Sonic Pinball Party (for the GBA) for its debut on Nintendo GameCube. Sonic and friends must outwit Dr. Robotnik and collect the Chaos Emeralds while fleeing a whale, flying into a tornado and racing through ruins. It's a classy update to the original version that was released in 1999 on the Dreamcast.

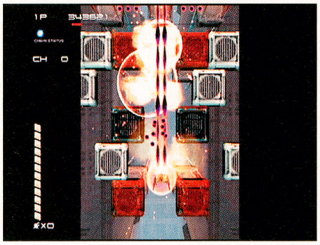
Sonic performs amazing feats of dexterity as he races through 3-D worlds on his quest.

Sonic, Knuckles, Tails, Amy Rose, Big the Cat and E-102 Gamma stay healthy by collecting rings.

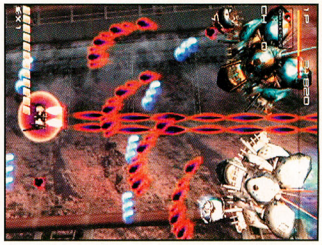
## IKARUGA

**Game Type:** Space-Shooter
**Publisher:** Infogrames
**ETA:** April 2003
**System:** Nintendo GameCube

Infogrames' Ikaruga for GCN may look like a throwback to the '80s, but the 2-D space-shooter genre has never looked so good. The development team at Treasure made a radical innovation. They introduced the idea of polarity. Players switch between light and dark to match the polarity of incoming shots to avoid damage. The resulting game is incredibly intense.



The 3-D backgrounds and explosive special effects make Ikaruga a new breed of space-shooter.

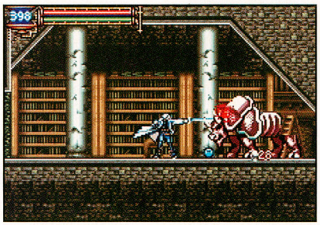


If you switch the perspective from vertical to horizontal, remember to switch the controls, as well.

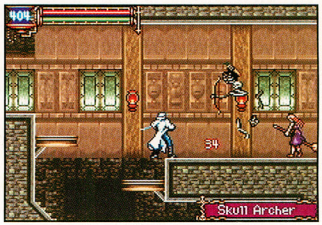
## CASTLEVANIA: ARIA OF SORROW

**Game Type:** Action Adventure
**Publisher:** Konami
**ETA:** May 2003
**System:** Game Boy Advance

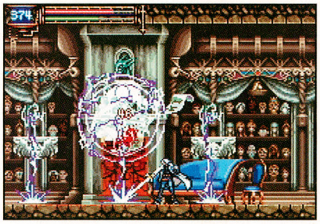
In the third Castlevania game for Game Boy Advance—Castlevania: Aria of Sorrow—Konami advances the time line to the year 2035. During a solar eclipse, hero Soma Cruz is mysteriously transported to Dracula's castle. If he is to save the life of his friend, Mina, he must solve riddles, defeat monsters, navigate the vast castle until he finds the master's chamber and eventually escape. Along the way, Soma can pick up useful items and weapons, and absorb more than 100 attacks and special abilities from defeated foes. Aria of Sorrow is beautiful, challenging and full of surprises and has a wonderful orchestral score. If you've been looking for a GBA adventure with everything, look for Castlevania: Aria of Sorrow this May.



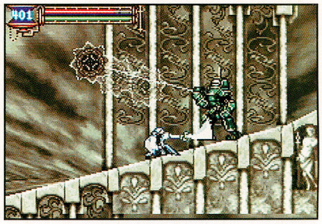

Soma begins the adventure with only a dagger, but soon he picks up a sword and other weapons.




The haunted castle is filled with bizarre enemies and hidden traps. Tread carefully.




You can use your spirit abilities to summon special attacks to combat the evil denizens of the castle.

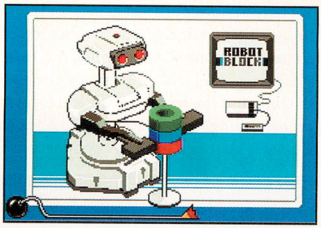



As you progress, Soma's experience grows and he becomes stronger.

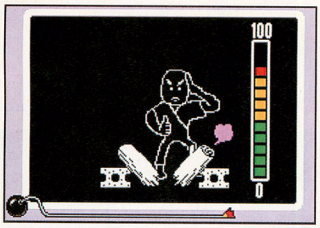
## WARIO WARE, INC.

**Game Type:** Minigames
**Publisher:** Nintendo
**ETA:** March 2003
**System:** Game Boy Advance

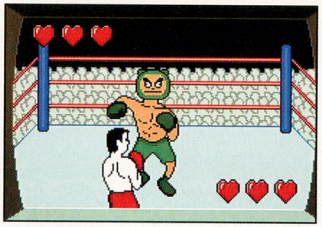
Wario Ware, Inc. packs big fun into little games—tons of little games from a host of would-be game designers, including Wario himself! Most of the minigames last only a few seconds. In some, you hardly have time to react before the game ends. An entire game might be as simple as sinking a golf putt, chopping a log in half karate-style or keeping a spotlight trained on a figure that is scurrying into the shadows. If you succeed at a set of minigames, you'll move on to a boss. More than 200 games have been packed into the GBA Game Pak, and each is as fast, fun and wacky as the last. Nintendo fans will note lots of familiar faces and game play in the minigame lineup.



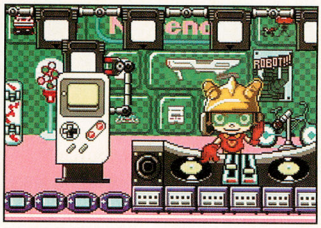

R.O.B. the robot returns in a fast-action version of Stack-Up.




You must react quickly to each new game before it ends. Most games last just a few seconds.



A quick bout Punch-Out!! style is one of many sport-themed minigames.

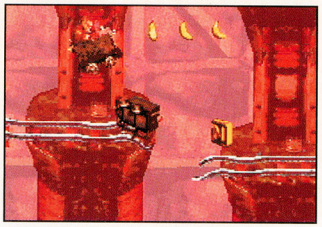



Everything from DJs to old-school arcade games are spoofed in the game's many minis.

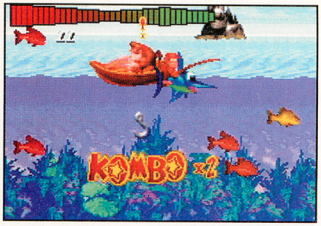
## DONKEY KONG COUNTRY

**Game Type:** Platform
**Publisher:** Nintendo
**ETA:** June 2003
**System:** Game Boy Advance

The prerendered graphics that took the video game world by storm back in 1994 look even better in the upcoming GBA version of Donkey Kong Country. There are new minigames and multiplayer modes, a time attack mode and added cinematic scenes between the platform action. You can start monkeying around this June.



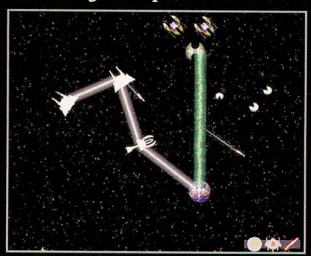
Donkey Kong and pal Diddy Kong ape their way through some of the best platform stages ever.




The GBA version of DKC includes fishing and dancing minigames as bonus activities.

# PROJECT: DIGIPEN

**This month's DigiPen spotlight shines on Mantis, a top-down space shooter with some interesting twists. With the human race facing the threat of extinction, it's up to one pilot to turn back the alien invaders. Piloting the experimental Mantis space fighter, players employ a huge arsenal of weapons to battle the alien menace. The biggest advantage players have is a tractor beam device that they activate to steal enemy weapons. A cadre of third- and fourth-semester students—Eric Anderson, Jason Bolton, Patrick Coughlin, Tristan Hall, Justin Kinchen and Jason Rost—developed Mantis.**



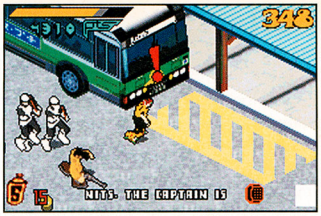
**For more information on DigiPen and to download a copy of Mantis to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.**

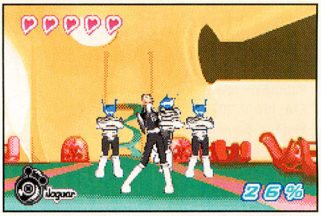
## APRIL GALLERY OF GAMES

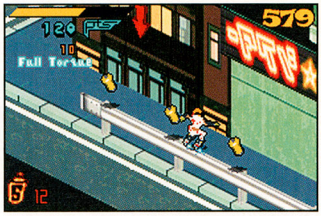
We have a shower of great games for you in the April gallery, including first-ever screen shots of Pikmin 2 and Kirby's Air Ride. THQ has a cool trio of Sega titles headed to GBA, and the rest of our lineup focuses on everything from space wars to ancient China. It's enough to whet any appetite.

**Crazy Taxi**

**THQ's Sega Connection**
Three classic Sega titles are headed to Game Boy Advance this summer from THQ. Crazy Taxi puts wanna-be cabbies in the driver's seat, where they have to hustle fares and make insane moves to get across town in time to earn bonuses. Jet Grind Radio is another wild ride, but it takes place on Overdrive Magnetic-Motor Skating Shoes. Space Channel 5 is one of the most creative game ideas to appear in the last few years. The Morolian invaders challenge hip reporter Ulala to a dance battle. Do you have the rhythm?



**Jet Grind Radio**

**Space Channel 5**

**Drome Racers**
EA Games and LEGO are bringing you Drome Racers for GCN this spring. Although you don't build the vehicles from scratch, you can upgrade them.

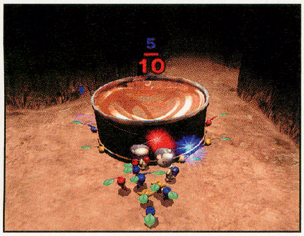
**TransWorld Surf**
Surf's up for 13 top pros at 20 breaks around the world. The GCN game has 13 new hidden characters, the Karma meter and lots of big tricks.

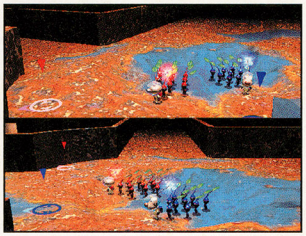
**Pitfall Harry**
Activision sent an early screen shot of Pitfall Harry for GCN. We wonder how the intrepid explorer plans to get himself out of this pit.

**Wing Commander: Prophecy**
You're a raw recruit with tons of sim time but no actual experience flying against the Kilrathi menace. It's time to earn your wings.

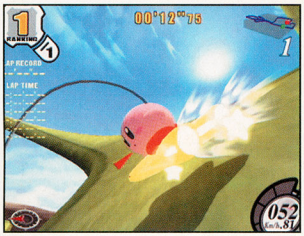
**Crouching Tiger, Hidden Dragon**
Ubi Soft is bringing the martial arts masterpiece to GBA in a side-scrolling platformer. You'll steal the Green Destiny, but will you use it for good?

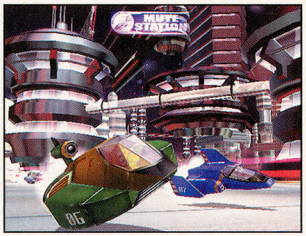
**Lady Sia II**
Lady Sia sets out on a new platform adventure on GBA. The sequel to 2001's Lady Sia features excellent graphics and tight play control.





Pikmin 2



Kirby's Air Ride

F-Zero

Soul Calibur 2

**What's New on GCN**

This month we have a feast of new screen shots from GCN games that are in development in Japan. Witness the first pics of Pikmin 2 and Kirby's Air Ride and feast your eyes on the exquisite graphics of F-Zero and Soul Calibur 2. A North American release date has not been announced for Pikmin 2 and Kirby's Air Ride, but F-Zero is coming this summer and Soul Calibur 2 will be here in the fall.

# DEVELOPER PROFILE

*This month's Developer Profile explores GenePool Software's creation of X2: Wolverine's Revenge for Nintendo GameCube. Check out the Wolverine preview on page 88 for more details and our exclusive interview with comic book writer Larry Hama.*

Developer: GenePool Software Ltd.

Founded: Fall 2000

Respondent: Craig Houston, Development Manager

**GW: What is your company's philosophy of game development?**

**CH: People. You can have the best ideas in the world, but without a talented team, they'll come to nothing. We've always taken that view, and would rather work harder with a smaller number of people than just fill spaces.**

**GW: Can you describe the steps your company goes through to create a game?**

**CH: With Wolverine, we spent the early period working closely with Marvel to put together the story line and basic level structure. We didn't use any middleware, so while the early design phase was going on the programmers began working on the game's engine—that included the renderer, AI system, animation system, collision system, etc. With artists also turning out characters and environments from the start, we were able to get a decent prototype up and running very early.**

**GW: What were some of the challenges of making an interactive experience with one of the most beloved comic book characters?**

**CH: Being fans of the comic, we were very keen to make sure the game would meet fans' expectations. As such, it was really important to try and bring as much life to the characters as possible. A combination of great animation and voice-acting has breathed life into many of these characters in a way fans have never seen before. Sabretooth, for example, really shines in the game. With a strong, original story, we strove to make sure the cut sequences were as fast-paced as possible. We really want fans to enjoy them, not just reach for the skip button!**

**GW: How was Marvel involved in the creation of the game?**

**CH: Marvel was involved from the early phases of the game. Having our script written by regular Wolverine writer Larry Hama was a huge boost. With that in place, it was a simple case of submitting everything for approval just to make sure we weren't doing anything that we shouldn't be doing!**

**GW: Can you describe the experience of working with stars like Mark Hamill and Patrick Stewart?**

**CH: We listened to many different actors for the part of Wolverine. It would have been an easy mistake to have Wolverine as a gravel-voiced, Clint Eastwood type. We didn't want that. We wanted a lot of humor to go with the anger. Mark was the only one who really hit the level of performance we wanted. He understood that these types of characters need to be a little larger than life. For Xavier, the task was much simpler. Patrick Stewart really was the only choice. His voice conveys so much authority, dignity and strength; it acts as the perfect counterpoint to Wolverine's more emotional responses!**

# GAME WATCH FORECAST

**GW: The Strike system adds depth and style to the game. How did it come about?**

**CH:** In the comics, Wolverine fights differently depending on the enemy and situation in question. From the start, we knew we wanted to reflect the character's versatility, but without using a massively complicated control system. The moves Wolverine uses when fighting Juggernaut are not the moves he uses when fighting other characters. It wouldn't make sense. So, that led us to a system of context-sensitive animations. What that means is that right up to the very last finishing move of the game, the player is constantly seeing Wolverine perform different, ever-more-spectacular attacks. With that idea in place, more and more of the moves were added, allowing Wolverine to perform elaborate maneuvers that can take out up to three enemies simultaneously. Incorporating that into a progression system relating to the stealth aspects of the game proved to be a very effective way of balancing the different game play elements. Essentially, one feeds off of the other. Fundamentally, Wolverine is a super- hero, so the player should find doing super things as easy for them as it would be for the character.

**GW: If you had a message you wanted to get across to action fans and X-Men fans about why X2: Wolverine's Revenge is worth playing, what would it be?**

**CH:** We've worked very hard to give the game as much variety as possible. This is not a brawler. The player will need to use different tactics to get through different stages. On many occasions, Wolverine has to rely on his animal senses—an ability that allows the player to see the world in a very different way—giving him useful skills such as being able to see in the dark and follow thermal trails left by enemy characters. He'll also have to commandeer enemy defense systems and utilize some rather sneaky, underhanded tactics to deal with some situations. He still gets to kick butt and bust heads in a most spectacular way, though!

**GW: What would you predict for the future of gaming?**

**CH:** In order to make games more emotionally involving, I would like to see the narrative aspects of a game integrated more fluidly into game play. The situation is getting better now, but for a long time we've been stuck with clunky, long-winded cut sequences that are rarely as interesting as they should be!

**GW: What advice would you give to people who want to make games?**

**CH:** Be realistic. Many people are convinced that they have the best game idea in the world. What they often fail to understand is that the difficult bit is trying to realize those ideas! Any experienced developer will tell you that there are many, many good ideas that are (sadly) just not workable. Learn about what can be done and concentrate on how to do it well!

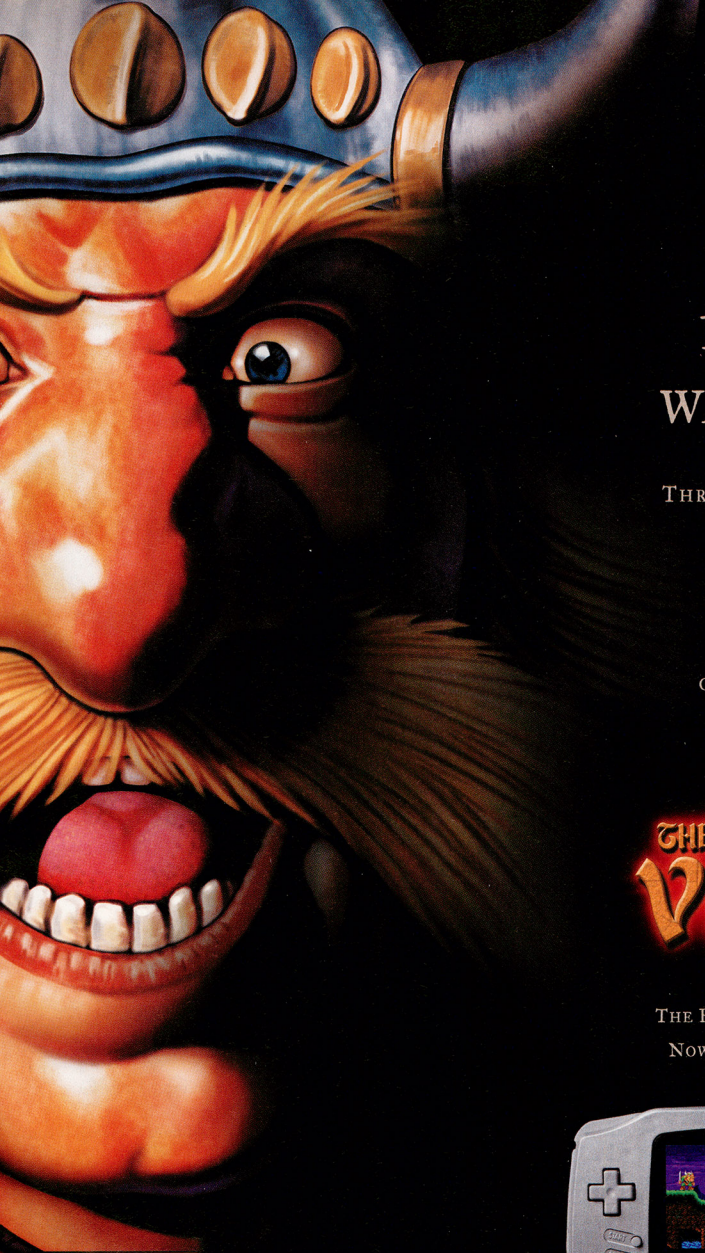
## NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
ALIAS
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN RTS
ARMY MEN: SARGE'S WAR
BAD BOYS II
BATTLEBOTS
BURNOUT 2: POINT OF IMPACT
BUST-A-MOVE 3000
CITY RACER
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEF JAM VENDETTA
DIGIMON
DINOTOPIA
DISNEY SPORTS MOTOCROSS
DISNEY SPORTS SNOWBOARDING
DROME RACERS
DUNGEONS & DRAGONS HEROES
ENCLAVE
ENTER THE MATRIX
THE FAIRLY ODDPARENTS: BREAKIN' DA RULES
FINAL FANTASY: CRYSTAL CHRONICLES
FINDING NEMO
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
F-ZERO
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GLADIATOR
GLADIUS
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARVEST MOON: A WONDERFUL LIFE
HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
HITMAN 2: SILENT ASSASSIN
THE HOBBIT
THE HULK
IKARUGA
IMMORTAL WARRIOR
JACKED
JONNY MOSELEY MAD TRIX
KILLER 7
KIRBY'S AIR RIDE
LEGENDS OF WRESTLING II
LEGENDS OF WRESTLING 3
LOONEY TUNES: BACK IN ACTION
LOST KINGDOMS II
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO TENNIS
MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL
MEGA MAN BATTLE NETWORK TRANSMISSION
MICRO MACHINES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MTV'S CELEBRITY DEATHMATCH
NBA BALLERS
NBA JAM 2004
ONE PIECE: TREASURE BATTLE
PIGLET'S BIG GAME
PIKMIN 2
PILLAGE
PIRATES OF THE CARIBBEAN
PITFALL HARRY
THE POWERPUFF GIRLS
PROJECT BG&E
P.N. 03
RALLY CHAMPIONSHIP
RED FACTION II
RESIDENT EVIL 4
RISK
ROCKET POWER: ZERO GRAVITY ZONE
ROLLING
RTX RED ROCK
SETTLERS
SHREK SUPER PARTY
SNOOD
SONIC ADVENTURE DX
SOUL CALIBUR II
SPEED KINGS
SPHINX
SPONGEBOB SQUAREPANTS
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
SUPERMAN: SHADOW OF APOKOLIPS
SX SUPERSTAR
TAK AND THE POWER OF THE JUJU
TEENAGE MUTANT NINJA TURTLES
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL
TRANSWORLD SURF
TUBE SLIDERS
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
UNITY
URBAN FREESTYLE SOCCER
VIEWTIFUL JOE
WARIO WORLD
WORMS 3
WORMS BLAST
WWE CRUSH HOUR
XIII
X2: WOLVERINE'S REVENGE
XGRA

## GAME BOY ADVANCE

A SOUND OF THUNDER
ADVANCE WARS 2
AERIAL ACES
ALTERED BEAST: GUARDIAN OF THE REALMS
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BLACKTHORNE
BUBBLE BOBBLE—OLD AND NEW
BUFFY THE VAMPIRE SLAYER
CASTLEVANIA: ARIA OF SORROW
CRAZY CHASE
CRAZY TAXI
CREATURES
CROUCHING TIGER, HIDDEN DRAGON
CUSTOM ROBO GX
DEFENDER
DISNEY PRINCESSES
DISNEY SPORTS MOTOCROSS
DONKEY KONG COUNTRY
DR. MUTO
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS: BREAKIN' DA RULES
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FINAL FANTASY TACTICS
FINDING NEMO
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GEM SMASHERS
HOT WHEELS: BURNIN' RUBBER
ICE NINE
THE INCREDIBLE HULK
IRIDION II
JAMES BOND 007: NIGHTFIRE
JET GRIND RADIO
KURURIN PARADISE
LADY SIA II
LEGENDS OF WRESTLING II
LITTLE LEAGUE BASEBALL 2003
LOONEY TUNES: BACK IN ACTION
THE LOST VIKINGS
MEGA MAN BATTLE NETWORK 3
MONSTER TRUCK MADNESS 2.0
MR. DRILLER ACE
NEED FOR SPEED
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
PAINTBALL
PHANTASY STAR ONLINE CARD BATTLE
PITFALL HARRY
POWER RANGERS: WILD FORCE
RADIUM
RIVER KING
ROAD RASH
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO! THE MOVIE
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SONIC PINBALL PARTY
SPACE CHANNEL 5
SPEED BALL 2: BRUTAL DELUXE
SPONGEBOB SQUAREPANTS
SPY KIDS 2: ISLAND OF LOST DREAMS
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SUPERMAN: COUNTDOWN TO APOKOLIPS
TAK AND THE POWER OF THE JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TOM CLANCY'S SPLINTER CELL
ULTIMATE MUSCLE: THE KINNIKUMAN LEGACY
U.S. OPEN 2002
VIRTUA TENNIS
WAKEBOARDING UNLEASHED
WARIO WARE, INC.
WILD THORNBERRYS: THE MOVIE
WING COMMANDER: PROPHECY
WOODY WOODPECKER: CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
X2: WOLVERINE'S REVENGE
YOSHI'S STORY
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST



# BEFORE WARCRAFT®

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OF GREAT GAMING.

# THE LOST VIKINGS™

THE BLIZZARD CLASSIC RETURNS.
NOW ON GAME BOY® ADVANCE.

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

BLIZZARD ENTERTAINMENT CLASSIC ARCADE

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## SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.

Hey, wait up! Wanna trade?

## YOUR SCREEN TEST CAPTIONS

Our line was "Sorry. Pardon me. Nice chalet you have here. Oops. So sorry about the foot. Excuse me. Whoops. Terribly sorry about the bullet holes. Apologies. Don't mind us, we're just passing through. Sorry. Sorry. Actually, I do have a license, thank you."

I love restaurants of this caliber!—*Tom Vokac*

James Bond: "I thought you told me you've driven a snowmobile before."
Zoe Nightshade: "I did, but I didn't tell you I drove it well." —*Austin Wagner*

We can eat here LATER, Zoe!! —*Kenny Picciano*

I think the drive-thru is outside.—*Jimmy Layman*

Hey, Waiter, can we get some service over here . . . and fast. —*Michael Martinez*

Mr. Miyamoto! Can I have your autograph? Wait! Come back! I'm just saving the world. COME BACK! —*EternalZDragon53*

Did I run out all the customers? It sure is dead tonight! —*Vicky Creason*

Could we have our order to go? —*Will Sanborn*

Hey! That's no Bond girl; that's a man, baby! Yeah! —*Matt G.*

OK, you in the blue shirt, I am going to see how close I can get the bullets to your knee. Don't move! In fact, don't look. That's right. Turn away. This won't hurt a bit.—*Damien Schwader*

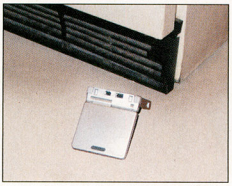
Sorry, but um, where's the bathroom!? —*Donkey Kong 908*

# LET THERE BE LIGHT . . .

Your Power On editors, through chance, bad luck and random acts of stupidity, have discovered that the front-lit, compact Game Boy Advance SP has all sorts of possible applications beyond playing games. Of course, using your GBA SP for anything other than playing games is not recommended as it may void your warranty, ruin your GBA SP and cause you to look like an idiot in the eyes of clever people. So, as a public service message, Nintendo Power presents . . .

## The Top 10 Brilliant (But Unapproved) Uses for Game Boy Advance SP

10. Backseat search light. Finally, there's a way to see what's under the front seat.
9. Barbie big-screen TV. It's got to be boring sitting around all day with Ken. Give Barbie her own home theater!
8. Miner's lamp. The bright side is that you'll have something to do during those annoying cave-ins.
7. Seedling incubator. Perfect for science experiments involving beans.
6. Illuminated makeup case. One drawback is that you'll have to store your applicator somewhere else, like up your nose.
5. Refrigerator magnet. Unfortunately (as we discovered), the GBA SP isn't magnetic.
4. Interrogation tool. Force your hostages to stare into the light for up to 10 straight hours until they crack and reveal their secret plan to destroy the world.
3. Moth attractor. The downside is that you'll attract moths.
2. Space-age communicator. Flip it open and pretend you're talking to a Scotsman on an interstellar vessel in orbit. Great for laughs at parties. Less great during alien invasions.
1. Interactive movie simulator. In any crowded theater, play the GBA game that's based on the film while the film is showing. If you are prone to adding your own dialogue at crucial plot points, we recommend wearing a helmet.



# TRANSWORLD SURF™ NEXT WAVE

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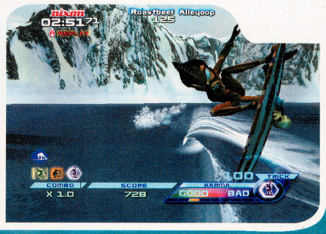
**Play** *as any one of 13 pro surfers and unlock 13 new hidden characters!*

**Pull off monster moves** *in 11 cool locales including the frigid waters of Antarctica!*

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Angel STUDIOS

NINTENDO GAMECUBE

TEEN T CONTENT RATED BY ESRB

STRONG LYRICS
MILD VIOLENCE
SUGGESTIVE THEMES

**www.transworldgames.com**

## Three Major Unveilings

pokemon-games.com
gameboy.com/goldensun
hamtaro-games.com

So many Pokémon, so little time! Now that Pokémon Ruby and Pokémon Sapphire have hit stores, Trainers are racing all over the new land of Hoenn in search of Pokémon to call their own. We're giving players an edge with our newly unveiled Pokémon website, so head to pokemon-games.com to gain lots of insights!

Two more websites are about to undergo major changes for the release of new games—Golden Sun: The Lost Age and Hamtaro: Ham-Ham Heartbreak. By mid-April, both hamtaro-games.com and gameboy.com/goldensun will be radically revamped to help you get friendly in the Rubrub Room and get jiggy with Psynergy.

## Prepare to Lift Anchor

zelda.com

The website for The Legend of Zelda: The Wind Waker at zelda.com is probably the most stunning site Nintendo has ever launched. Check it out for yourself—its navigation literally rolls like the tide, carrying tons of Wind Waker treasure to the fore. In addition to gorging yourself on sneak-preview eye candy in the Legend, Cast, Arsenal, Wind and Worlds sections, you can indulge in features like the new Zelda bulletin boards—because when the new game blows into stores, people are gonna be talking!

## Hey, Subscribers! Grill the NP Krew

nintendo.com/nsider

Every afternoon, the NP Krew takes a break from cranking out pages for the next issue of Nintendo Power to hang out in our chat rooms, yakking with our subscribers about every Nintendo topic imaginable—from what games you're playing to what Alan looks like underneath his blue exterior. We've recently updated our chat schedule, so check it out and come join the crowd!

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|---|---|---|---|---|---|
| 3:00 PM-4:00 PM | NOA ScottEH | NOA Mac | NOA Steven | NOA Taylor | NOA Rushmore |
| 4:00 PM-5:00 PM | NOA Kent | NOA Rushmore | NOA Chris | NP Krew with NOA Jessie | NOA Taylor |
| 5:00 PM-6:00 PM | NOA Rushmore | NOA Alan | NOA Mike | NOA Mike | NOA Mike |

Want to get a jump on the latest, greatest Nintendo websites? Stay tuned for more upcoming online developments and be among the first at the heart of the action!

# ADVENTURE AWAITS!

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Lufia® THE RUINS OF LORE

EVERYONE
E
CONTENT RATED BY ESRB
EVERYONE
Use of Alcohol
Mild Violence

GAME BOY® ADVANCE

RPG

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# Pokémon Ruby Version / Pokémon Sapphire Version

EVERYONE E CONTENT RATED BY ESRB

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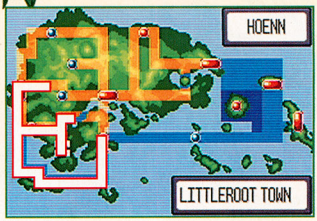
## HOENN IS WHERE THE HEART IS!

**After your family moves to Hoenn, you're ready to pursue your passion to become the best Pokémon Trainer around. Last month, we helped you leave home. Now it's time to face what lies beyond Littleroot Town—routes bustling with ambitious Trainers, Gym Leaders who await your challenge and Pokémon that will keep you on your toes!**

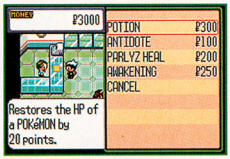



Last month, Nintendo Power covered what happens after you move to Littleroot Town—from meeting your rival to getting your first Pokémon from Professor Birch. This month, we'll cover the routes, cities and major battles that you'll face between Littleroot Town and Slateport City—only a small portion of the epic games, since you'll return to areas repeatedly.

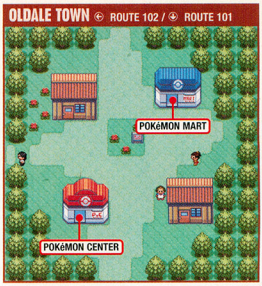
## IN SEARCH OF YOUR RIVAL

After Professor Birch gives you one of his Pokémon, he'll suggest that you look up his kid on Route 103 to learn what being a Trainer is all about. You won't have any Poké Balls, so defeat wild Pokémon that you encounter to let your Pokémon earn experience on the way.

### Stop in Oldale Town on the Way to Route 103




Talk to the woman next to the southeastern house. She'll lead you to the local Pokémon Mart, then give you a Potion. Save your money for much later, when you'll know which items you'll need most for battles.




### ₽ OLDALE TOWN POKéMON MART

| | | | |
|---|---|---|---|
| Antidote | 100 | Paralyze Heal | 200 |
| Awakening | 250 | Potion | 300 |
| Poké Ball • | 200 | | |

• Poké Balls won't be on sale until you've defeated your rival for the first time and gotten your first five Poké Balls from the professor.

### THE POKéMON CENTER

On the first floor of every Pokémon Center, you can heal your Pokémon and use the computer to reorganize your traveling party. On the second floor, you can access many of the game's linking options.

## Face Your Rival after Some Toughening Up

Before you face your rival, ensure that your Pokémon has leveled up a few times to make it tougher in battle—and heal it at Oldale Town's Pokémon Center. Which Pokémon you have determines which one your rival fights with. If you have the Pokémon in the first column below, your rival will fight with the Pokémon in the second column.

**Rival's Pokémon**

| | |
|---|---|
| Mudkip WTR | Treecko GRS |
| Torchic FIRE | Mudkip WTR |
| Treecko GRS | Torchic FIRE |

## Acquire the Pokédex and some Poké Balls

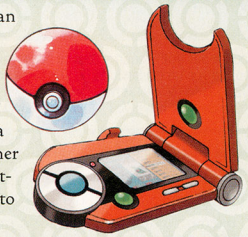
After you defeat your rival, head back to Littleroot Town. Along the way you'll bump into your rival, who will say that the two of you should hurry to Professor Birch's laboratory. The professor will help you further your training dreams—he'll give you the amazing new Pokédex and five Poké Balls!

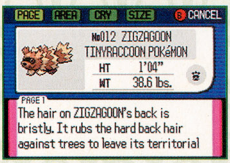
## Mom Helps You Make Tracks to Route 102

Your mother will also have a gift for you: the Running Shoes. Head back up to Oldale Town. The west passage to Route 102, which a boy checking out Pokémon tracks had been blocking, will be open.

## USING THE POKéDEX

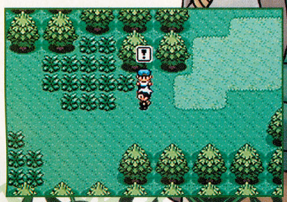
With the Pokédex, you can study Pokémon and learn the sounds of their cries, their relative sizes and where you can capture them. Every time you meet a new kind of Pokémon, whether in the wild or in a Trainer battle, its data will be added to the Pokédex.

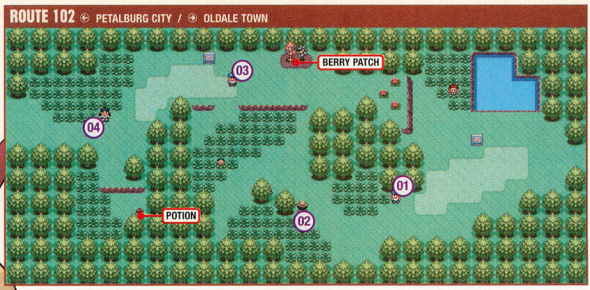




## TAKING ON TRAINERS

On Route 102, you'll cross paths with a few Pokémon Trainers who are on the lookout for battles. Take on each one—you'll get more experience from defeating trained Pokémon than wild Pokémon, plus you'll win some cash. However, if you lose, the Trainer will take half of your money. If your Pokémon run low on hit points, return to the Pokémon Center in Oldale Town before challenging any more Trainers.






**Route 102 Pokémon Trainers**

01 **Youngster Calvin**
Zigzagoon NRM ♂ L5

02 **Bug Catcher Rick**
Wurmple BUG ♂ L4 (x2)

03 **Younster Allen**
Poochyena DRK ♂ L5 / Taillow NRM FLY ♂ L3

04 **Lass Tiana**
Zigzagoon NRM ♀ L4 (x2)

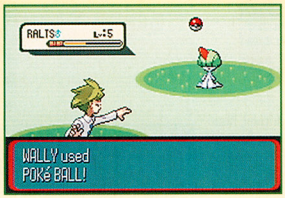
### Harvesting Berries

On Route 102, you'll find two berry trees. There are dozens of different kinds of berries in Hoenn. Many of them, such as those on Route 102, heal damage and status conditions.

## CHITCHAT IN PETALBURG CITY

You'll briefly blab with your dad in Petalburg City, where he's the Gym Leader. He won't battle you until you have four Gym Badges. In the meantime, you'll need to be content with making a new friend—Wally.

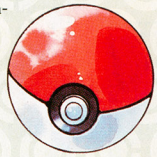
### Watch Wally Follow in Your Footsteps




You'll meet Wally soon after you begin your quest to become a Trainer, and the sickly kid will look to you for guidance as he starts his own Trainer quest. Your dad will send you into Route 102 to assist Wally as he catches his first Pokémon. After you help him, he'll run off to move to Verdanturf Town. You'll meet him again when he's a better Trainer.

### CATCHING WILD POKéMON

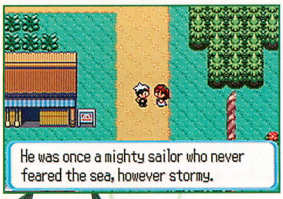
To capture a wild Pokémon you must weaken it in combat before you lob a Poké Ball at it. If you're lucky, the Pokémon won't resist. You can improve your chances by whittling its hit points as much as possible before you attempt to catch it, or inflicting it with a status condition such as Poison or Sleep. Better yet, use both approaches before you throw a Poké Ball.



## THE LONG ROAD TO RUSTBORO CITY

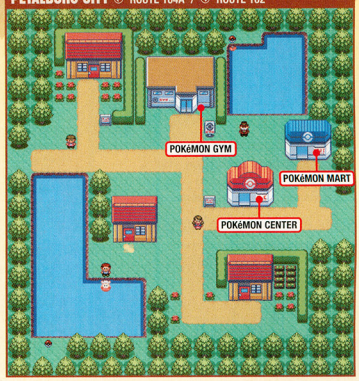
The first of your Gym Leader battles awaits you in Rustboro City, so you must take the long journey there via Route 104. Halfway through the route, you'll plunge into Petalburg Woods, where many Trainers and new kinds of wild Pokémon reside. Stock up on Poké Balls before you leave Petalburg City!

### Mr. Briney's Beach Bungalow




Noted sailor Mr. Briney lives by the sea, but he won't be home when you first enter his pad. Too bad—the boat he has docked outside looks like it'll go to distant shores. You've got more important fish to fry, so keep heading north up Route 104, then return to Briney's house after you bump into him outside of Rustboro City.

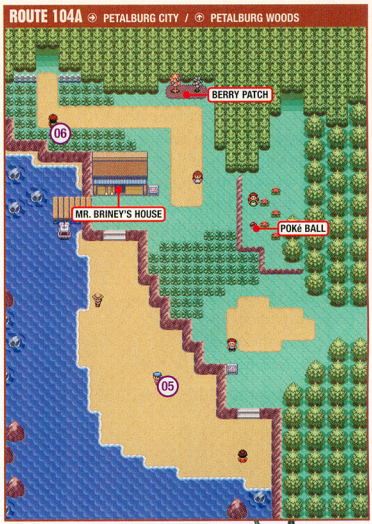
**PETALBURG CITY** ⊕ ROUTE 104A / ⊕ ROUTE 102




**PETALBURG CITY POKéMON MART**

| | | | |
|---|---|---|---|
| Antidote | 100 | Potion | 300 |
| Awakening | 250 | Repel | 350 |
| Escape Rope | 550 | X Attack | 500 |
| Orange Mail | 50 | X Defend | 550 |
| Paralyze Heal | 200 | X Speed | 350 |
| Poké Ball | 200 | | |

**ROUTE 104A** ⊕ PETALBURG CITY / ⊕ PETALBURG WOODS

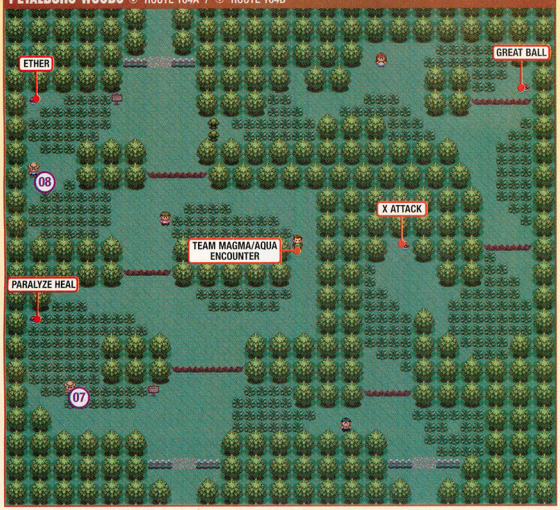



**Route 104A Pokémon Trainers**

05 **Youngster Billy**
Seedot GRS ♂ L6 / Taillow NRM FLY ♂ L8

06 **Rich Boy Winston**
Zigzagoon NRM ♂ L7

## PETALBURG WOODS ROUTE 104A / ROUTE 104B



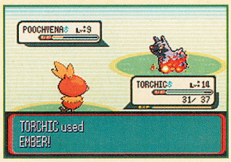

### Petalburg Woods Pokémon Trainers

**07 Bug Catcher Lyle**
Wurmple BUG ♂ L3 (x6)

**08 Bug Catcher James**
Nincada BUG GRD ♂ L8

### Your First Brush with the Mean Team

In the woods, you'll meet Team Magma (in Pokémon Ruby Version) or Team Aqua (in Pokémon Sapphire Version). One of the Team Grunts will be trying to steal goods from the Devon Researcher. Come to his rescue to make a new friend and get a gift.

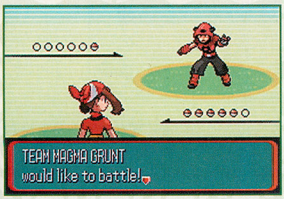


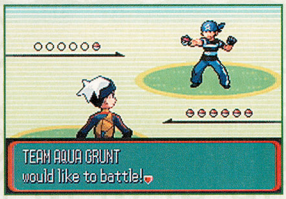

**Team Magma Grunt**
Poochyena DRK ♂ L9

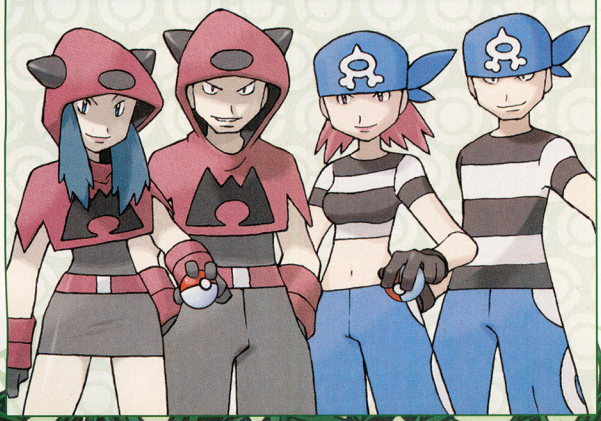
**Team Aqua Grunt**
Poochyena DRK ♂ L9

## TEAM MAGMA & TEAM AQUA: JUST MISUNDERSTOOD?

In Pokémon Ruby Version you'll engage in a series of fights with Team Magma, which schemes to increase the world's landmass. In Sapphire Version you'll meet Team Aqua, which plots to flood the planet. Both think they're doing the world a favor. Whichever game you're playing, you'll meet the team in the same spots.

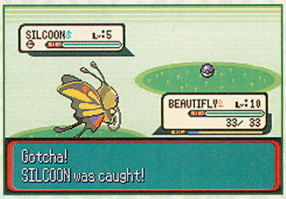


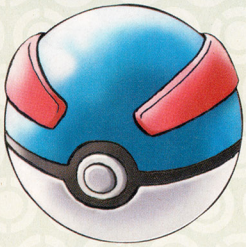



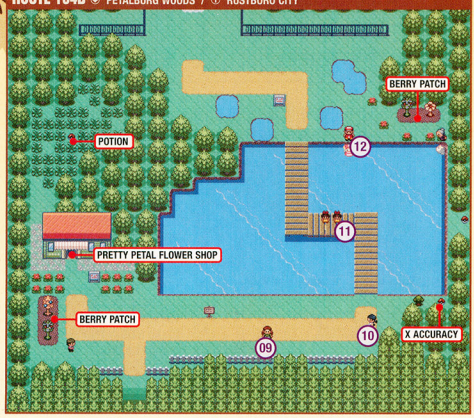
## GREAT BALL

In appreciation for saving him, the Devon Researcher will give you a Great Ball, which is a Poké Ball that has a higher chance of capturing a wild Pokémon.

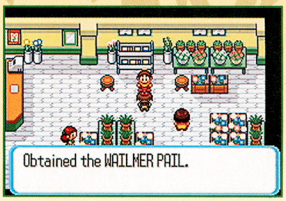


## ROUTE 104B ⊕ PETALBURG WOODS / ⊕ RUSTBORO CITY




## Stop to Smell the Roses




When you emerge from Petalburg Woods on the northern part of Route 104, stop by the Pretty Petal Flower Shop. You'll learn more about berry plants—and you'll get the Wailmer Pail and some new berries from the shop attendants. If you water a growing plant with the pail, the plant may produce additional berries when it reaches maturity.

### Route 104B Pokémon Trainers

09 **Lady Cindy**
Zigzagoon NRM ♀ L7

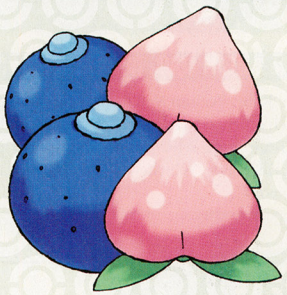
10 **Lass Haley**
Lotad WTR GRS ♀L7 / Shroomish GRS ♀ L7

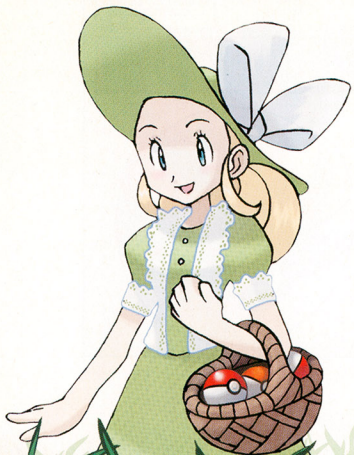
11 **Twins Gina and Mia**
Lotad WTR GRS ♂L8 / Seedot GRS ♂ L8

12 **Fisherman Ivan**
Magikarp WTR ♂ L6 (x3)

## PLANT 'EM, DON'T SNACK ON 'EM

Think about planting berries instead of consuming them. A planted berry will grow into a plant that bears the same kind of berries. Some berries are rarer than others. If you plant one then harvest the berries from the resulting plant, plant those berries. If you keep up the cycle, soon the berry will be commonly available.





## TURNING THE TIDE IN TWO-ON-TWO BATTLES

On Route 104, you'll face your first battle against two Trainers at the same time. In such battles, the Trainers will unleash only one Pokémon each—and they won't follow up with others. You'll start with two Pokémon on the field, and you can switch them out at any time.

When you face twins Gina and Mia, your starting Pokémon and the next one in line will be the first on the field. Prepare your lineup before you face them—you won't have to switch out Pokémon during battle.

Each move has a specific effect in a two-on-two battle. Moves may target both foes or just one, or benefit both of your Pokémon or just one. Many new moves are useful only in two-on-two battles.

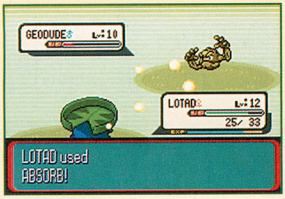
# ROCKY SITUATION IN RUSTBORO

You'll need to have a mighty group of Pokémon leveled up to chip away at Leader Roxanne's team and earn the Stone Badge in Rustboro City. While you're in the area, you'll collide once more with Team Magma or Team Aqua, so stay on your guard!

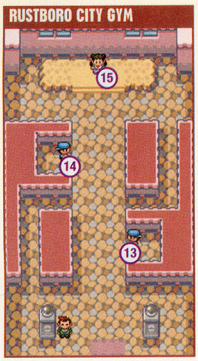
## Gear Up for Battle by Socializing

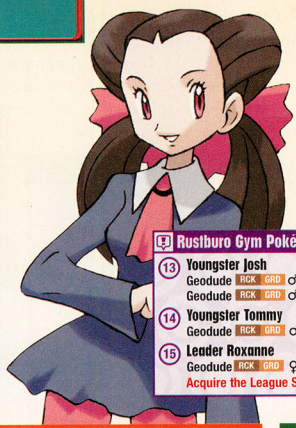
Before you fight Roxanne, visit everyone in Rustboro City. Many citizens will give you items. Most importantly, go to the Cutter's House and get HM 01 (Cut), which is a powerful attack that you can also use to cut down small trees after you have the Stone Badge. Also get the Quick Claw at the Trainer's School. It might give a Pokémon the jump in battle.

## Crush the Rustboro Gym




Roxanne is known for using Rock-type Pokémon, and so are the Trainers at her gym. You can blast past them more easily if you battle with Pokémon that have Grass-, Water- or Fighting-type attacks. After you beat Roxanne, you'll win the Stone Badge and TM 39 (Rock Tomb).



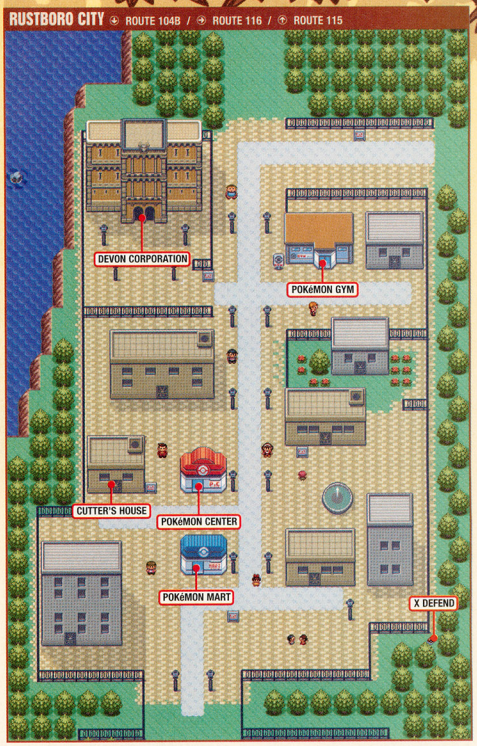



### Rustboro Gym Pokémon Trainers

**13 Youngster Josh**
Geodude RCK GRD ♂ L10 / Geodude RCK GRD ♂ L8 / Geodude RCK GRD ♂ L6

**14 Youngster Tommy**
Geodude RCK GRD ♂ L11

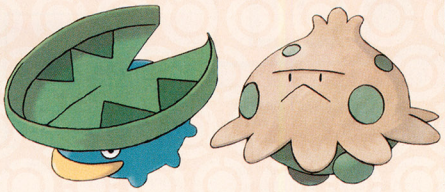
**15 Leader Roxanne**
Geodude RCK GRD ♀ L14 / Nosepass RCK ♀ L15
Acquire the League Stone Badge and TM 39




### RUSTBORO CITY POKéMON MART

| | | | |
|---|---|---|---|
| Antidote | 100 | Repel | 350 |
| Escape Rope | 550 | Super Potion | 700 |
| Paralyze Heal | 200 | X Attack | 500 |
| Poké Ball | 200 | X Defend | 550 |
| Potion | 300 | X Speed | 350 |

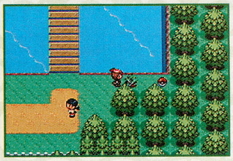
### Rustboro Gym: Recommended Pokémon for Battling Roxanne



You probably won't have Pokémon with Fighting-type attacks when you reach Roxanne, but those with Grass- or Water-type attacks will work well against her. Lotad learns the Grass-type attack Absorb at Level 7, and Shroomish will know Absorb when you catch it.

## TEACH YOUR POKéMON A NEW MOVE

A Technical Machine (TM) such as Rock Tomb (TM 39) will teach a Pokémon that can learn it a new move. Activate a TM to find out which members of your party can learn the move. Unlike a Hidden Machine, a TM can teach its move only once.

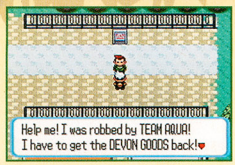


A Hidden Machine (HM) such as Cut (HM 01) will teach a Pokémon a new move that it can use in battle or to navigate through the overworld. For instance, Cut is a powerful battle move and also allows a Pokémon to cut down some trees that block hidden paths.

# THWARTING THE THIEF

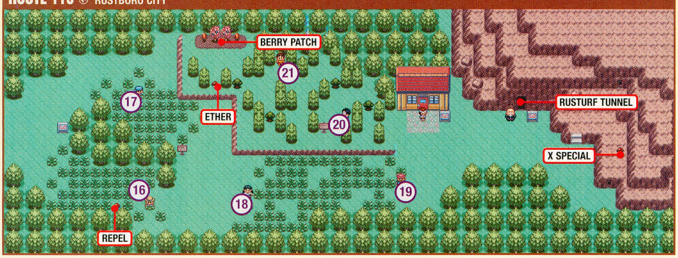
After you defeat the Gym Leader, you'll immediately witness more of the mischievous team's scheme. Team Magma or Team Aqua will steal the Devon Goods—and you must return them.

## In Fast Pursuit of the Highway Robber



As soon as you step outside of the Gym, you'll witness the crime. The thief, a Team Grunt, will run out of sight, pursued by the Devon Researcher. Catch up with the robbery victim on Route 116—he'll ask you to snatch the stolen package back from the thief, then point you toward nearby Rusturf Tunnel.

## ROUTE 116 ⊖ RUSTBORO CITY




### Route 116 Pokémon Trainers

16 **Bug Catcher Jose**
Wurmple BUG ♂ L8 / Silcoon BUG ♂ L8 / Nincada BUG GRD ♂ L8

17 **Youngster Joey**
Zigzagoon NRM ♂ L8 / Machop FTG ♂ L10

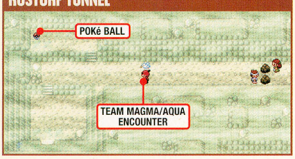
18 **Lass Janice**
Marill WTR ♀ L10

19 **Hiker Clark**
Geodude RCK GRD ♂ L8 (x3)

20 **School Kid Jerry**
Ralts PSY ♂ L10

21 **School Kid Karen**
Shroomish GRS ♀ L9 / Whismur NRM ♀ L9

## RUSTURF TUNNEL




### Team Magma Grunt
Poochyena DRK ♂ L11

### Team Aqua Grunt
Poochyena DRK ♂ L11

## Spelunking for the Pokémon Poacher

After battling your way across Route 116, which is full of Trainers, speak to Mr. Briney outside of Rusturf Tunnel. He'll give you one more reason to stop the Team Grunt—he stole his Wingull. Head inside to corner the Grunt and defeat him. You'll free the Wingull and get the Devon Goods.

## Return the Devon Goods

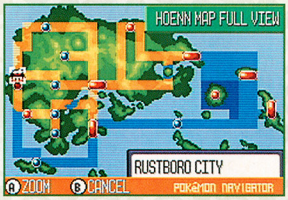
The thankful Devon Researcher will ask you to carry the Devon Goods to Captain Stern in Slateport City. He'll also introduce you to Mr. Stone, Devon Corporation's president, who will give you a Letter to deliver to Steven in Dewford. He'll also hand you the PokéNav.

## Set Sail for Dewford

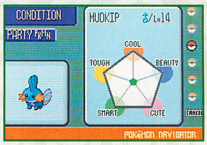
After you get the Letter and the Devon Goods, return to Mr. Briney's home on Route 104. As thanks for rescuing his Wingull, the sailor will take you to Dewford Town on his boat. After you've delivered the Letter, he'll transport you between Dewford Town, Slateport City and his Route 104 home.

## USING THE POKéNAV

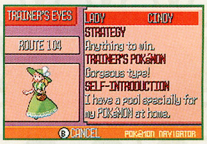
You'll get the most mileage out of the PokéNav's Hoenn Map in your early travels. You can also use the PokéNav's Condition monitor to observe your Pokémon and the Trainer's Eyes feature to keep track of many Trainers that you've battled.



You will have come a long way by the time you acquire the PokéNav. Use the Hoenn Map feature to see where you've been, then look at all the places you have yet to travel. The PokéNav can always help you get your bearings. Zoom in on any city or route and see what kinds of features or buildings it has. Such details may help you figure out where you need to go next.




Use the Condition monitor to see the status of a Pokémon's Cool, Tough, Beauty, Smart and Cute conditions. You'll use the info in Pokémon Contests.




The Trainer's Eyes logs many Trainers that you battle. Trainers will want rematches—the log will inform you which ones are ready to go for it.

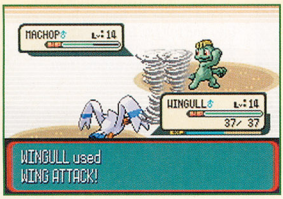
# SPECIAL DELIVERY TURNS SOUR

Dewford Town is on such a tiny island that you'd think it'd be easy to deliver the Letter. But Steven's nowhere in sight. You'll need to defeat the Gym Leader to shed light on the situation.

## Prepare for Some Good Fishing

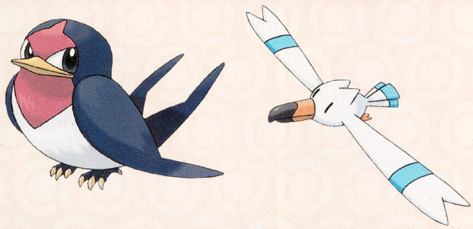
Speak to the boy south of the Dewford dock to get the Old Rod. With it, you can cast a line into any water to try to snag a swimming Pokémon. When the bobber is in the drink, you'll see it wobble if a wild Pokémon is on the line—press A to reel it in. Battle the Pokémon into a weak state and catch it.

## Bring Down Brawly and His Crew




The Gym Leader, Brawly, battles with Fighting-type Pokémon. Getting to him is hard, because some crew members battle with Fighting-and-Psychic-type Pokémon. To soar past everyone, fill your ranks with Flying-types and use Flying-type attacks. Beat Brawly to win the Knuckle Badge and TM 08 (Bulk Up).

### Dewford Gym: Recommended Pokémon for Battling Brawly

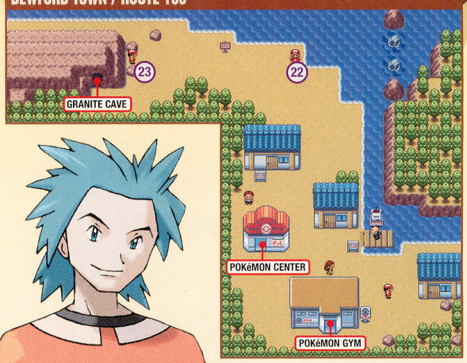


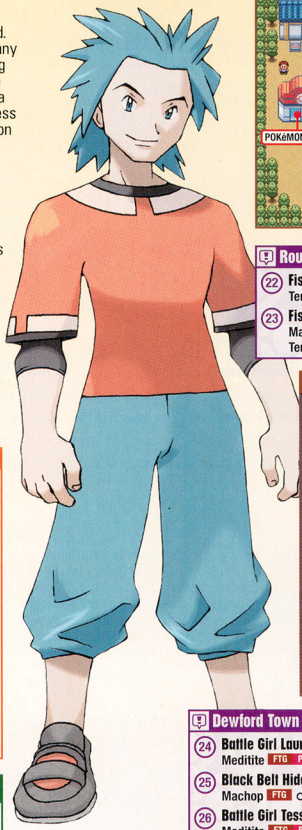
Taillow will know the Flying-type attack Peck when you first catch it, and it will learn the more powerful Wing Attack at Level 13, as will Wingull. Level up both Pokémon as much as you can before you face Brawly.

## INTERVIEWS MAKE YOU THE MAIN ATTRACTION

Interviewers and townsfolk will ask you to comment on your battles and other topics. Your response will get Hoenn buzzing—in Dewford Town and on television. And when you link with another player at the Pokémon Cable Club Record Corner, TV broadcasts of both your battle exploits and your friend's will appear on television in both of your games!

### DEWFORD TOWN / ROUTE 106



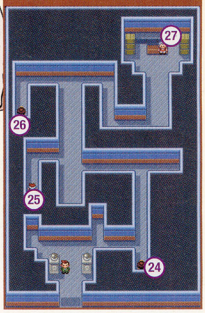



**Route 106 Pokémon Trainers**

(22) **Fisherman Ned**
Tentacool WTR PSN ♂ L12

(23) **Fisherman Elliot**
Magikarp WTR ♂ L11 (x2) /
Tentacool WTR PSN ♂ L8

### DEWFORD TOWN GYM




**Dewford Town Gym Pokémon Trainers**

(24) **Battle Girl Laura**
Meditite FTG PSY ♀ L14

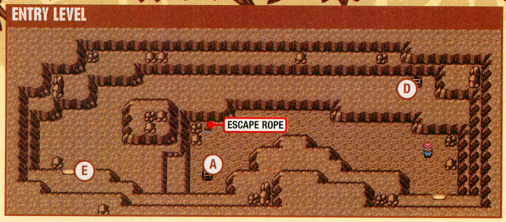
(25) **Black Belt Hideki**
Machop FTG ♂ L14

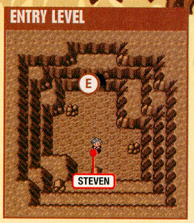
(26) **Battle Girl Tessa**
Meditite FTG PSY ♀ L12 (x2) / Machop FTG ♂ L12

(27) **Leader Brawly**
Machop FTG ♂ L17 / Makuhita FTG ♂ L18
Acquire the League Knuckle Badge and TM 08

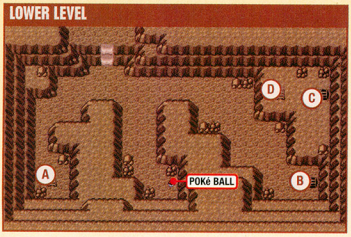
## Illuminating Granite Cave

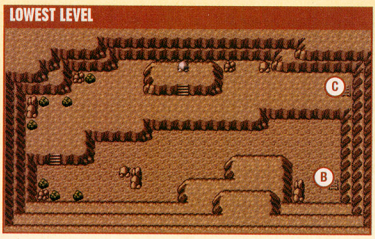
Speak to the man inside the cave entrance to get HM 05 (Flash). He'll say that Steven recently used Flash to light the way into the caves. Once you have the Knuckle Badge, one of your own Pokémon can do the same.




### The Courier's Course



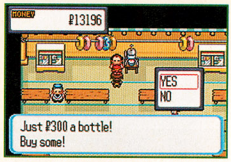




You'll find Steven deep in the cave. He'll exchange TM 47 (Steel Wing) for the Letter. Go back to Rustboro City and tell Mr. Stone that you delivered the Letter. He'll give you Exp. Share—an awesome item.

## LAST RESORT FOR ROBBERS

Head to Slateport City to deliver the Devon Goods to Captain Stern. You'll need to fight your way through a beachful of Pokémon Trainers to reach the city. Once inside bustling Slateport, Team Magma or Team Aqua will execute one last dastardly plan to filch the Devon Goods.

### Making Waves in the Seashore House




Heal your Pokémon at the Slateport City Pokémon Center before you enter the Seashore House. Inside, you'll need to battle three tough Trainers to reach a man who will give you six Soda Pops, which each heal 60 HP. After that, he'll always sell you more.

**Seashore House Pokémon Trainers**

28 **Tuber Simon**
Azurill WTR ♀ L12 / Marill WTR ♂ L12

29 **Beauty Johanna**
Goldeen WTR ♀ L13

30 **Sailor Dwayne**
Wingull WTR FLY ♂ L11 / Machop FTG ♂ L11 / Tentacool WTR PSN ♂ L11

**Route 109 Pokémon Trainers**

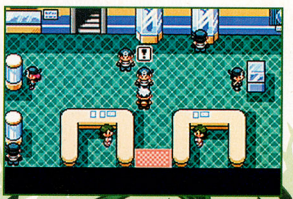
31 **Sailor Huey**
Machop FTG ♂ L14

32 **Sailor Edmond**
Wingull WTR FLY ♂ L12 (x2) / Machop FTG ♂ L12

33 **Tuber Ricky**
Zigzagoon NRM ♂ L14

34 **Tuber Lola**
Azurill WTR ♀ L13 (x2)

### Breeze into Slateport City & Talk Your Way into the Museum



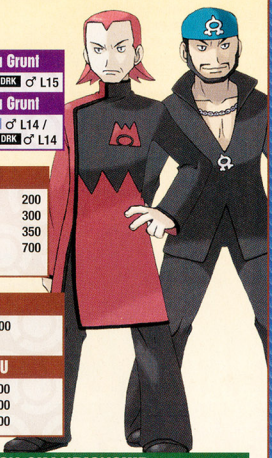
Before you look for Captain Stern, visit all of the citizens to collect useful items. Then speak to Stern's assistant, Dock, at the shipyard. He doesn't know where Stern is. Head to the Oceanic Museum. Its formerly long line will be gone. Head inside for some aquatic education.

## Museum Patrons Exhibit Bad Behavior

Team Magma or Team Aqua Grunts fill the museum. The thief that you thwarted twice will recognize you, then throw you TM 46 (Thief) and run away. Head upstairs to find Captain Stern. To complete your delivery, you'll need to stave off more Grunts who are intent on getting the goods.

| Team Magma Grunt | |
|---|---|
| Numel FIRE GRD | ♂ L15 |
| Team Magma Grunt | |
| Zubat PSN FLY | ♂ L14 / |
| Numel FIRE GRD | ♂ L14 |

| Team Aqua Grunt | |
|---|---|
| Carvanha WTR DRK | ♂ L15 |
| Team Aqua Grunt | |
| Zubat PSN FLY | ♂ L14 / |
| Carvanha WTR DRK | ♂ L14 |



### SLATEPORT CITY POKéMON MART

| | | | |
|---|---|---|---|
| Antidote | 100 | Poké Ball | 200 |
| Escape Rope | 550 | Potion | 300 |
| Great Ball | 600 | Repel | 350 |
| Harbor Mail | 50 | Super Potion | 700 |
| Paralyze Heal | 200 | | |

### SLATEPORT CITY MARKET: DOLL SHOP

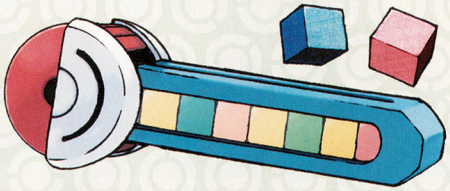
| | | | |
|---|---|---|---|
| Azurill Doll | 3,000 | Skitty Doll | 3,000 |
| Marill Doll | 3,000 | | |

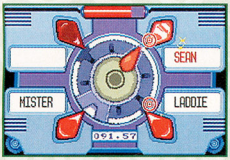
### SLATEPORT CITY MARKET: ENERGY GURU

| | | | |
|---|---|---|---|
| Calcium | 9,800 | Iron | 9,800 |
| Carbos | 9,800 | Protein | 9,800 |
| HP Up | 9,800 | Zinc | 9,800 |

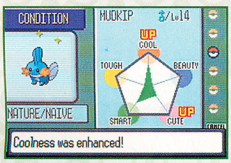
## POKéBLOCKS AND THE POKéMON CHAMPIONSHIP

Pokémon Contests, the stylish new way to show up other Pokémon, are held throughout Hoenn. You won't have the clout yet to enter Slateport City's Hyper Rank Pokémon Contests, but you can get a taste of things to come. Get the PokéBlock Case from the girl on the first floor, then crank up the nearby Berry Blender!





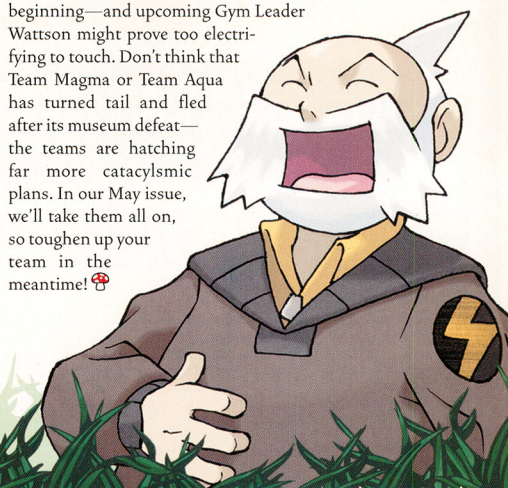

Up to four players can link to use the Berry Blender, or you can use it with NPCs. Each user puts in a berry, then each user must press a button at the right moment to accelerate the blender. The final result is a PokéBlock.




Certain kinds of PokéBlocks permanently increase some of a Pokémon's five conditions (such as Beauty). To have more influence in the contests (like the Beauty Contest), Trainers should create and feed their Pokémon the correct PokéBlock.

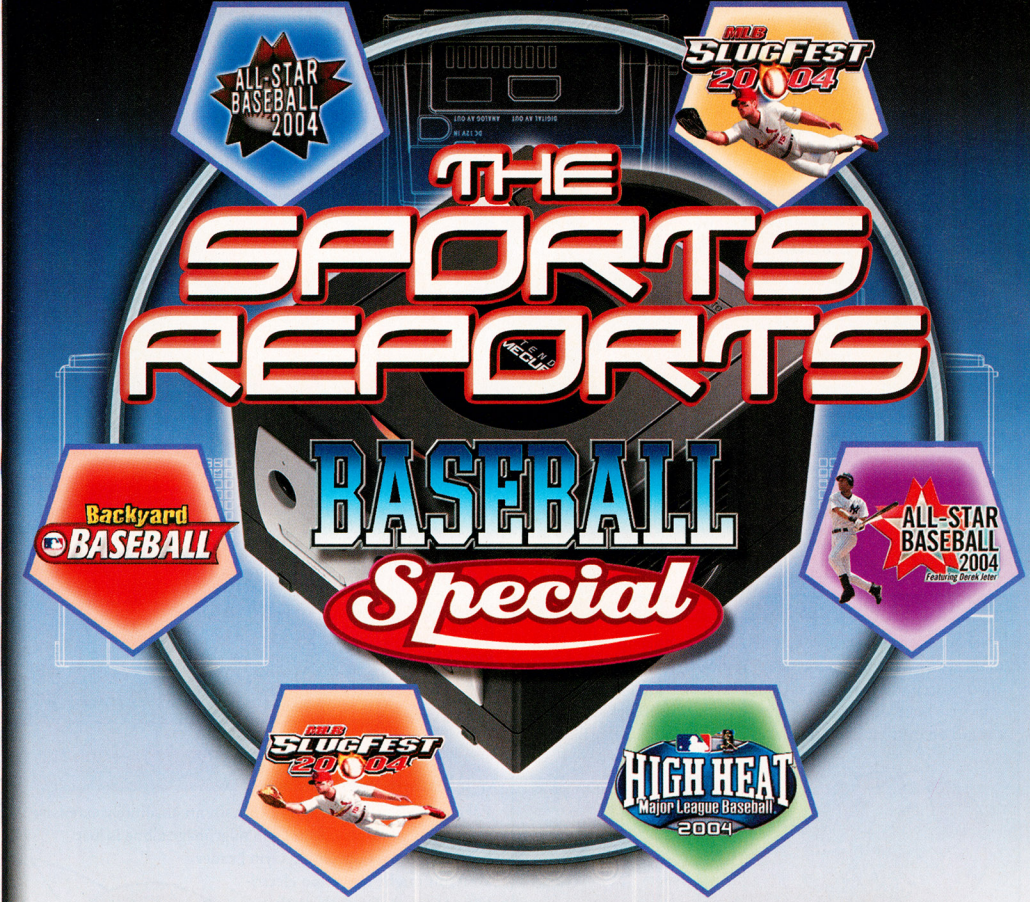
## THE SHOCKING TRUTH

Pokémon Ruby and Sapphire contain an absolutely extensive amount of game play. Your Gym pilgrimage alone is just beginning—and upcoming Gym Leader Wattson might prove too electrifying to touch. Don't think that Team Magma or Team Aqua has turned tail and fled after its museum defeat—the teams are hatching far more cataclysmic plans. In our May issue, we'll take them all on, so toughen up your team in the meantime!



# THE SPORTS REPORTS

## BASEBALL Special




**CATCH SPRING FEVER WITH A FREE-SWINGING BASEBALL LINEUP FOR THE NINTENDO GAMECUBE AND THE GAME BOY ADVANCE!**

### 43 ALL-STAR BASEBALL 2004

The latest GCN edition of Acclaim's heralded series is loaded with features, teams, legends and great game play.

### 44 BACKYARD BASEBALL

The GCN debut of Infogrames' sandlot series levels the playing field between major leaguers and little leaguers.

### 45 MLB SLUGFEST 20-04

Midway is on fire with an updated Major League Baseball adrenaline rush—zany announcers and turbo-charged play.

### 46 ALL-STAR BASEBALL 2004

The GBA version of All-Star Baseball 2004 hits for power with solid play and collectible trading cards.

### 47 HIGH HEAT MAJOR LEAGUE BASEBALL 2004

3DO's new High Heat game for the GBA is baseball for purists—it has a great grasp of the fundamentals.

### 48 MLB SLUGFEST 20-04

The hits keep coming! The latest GBA entry in the MLB SlugFest franchise is a home-run-hitting machine.

# ALL-STAR BASEBALL 2004

Acclaim SPORTS WHERE THE STARS PLAY

EVERYONE E CONTENT RATED BY ESRB

The All-Star Baseball series has hit its stride with its 2004 edition. From the title sequence montage that showcases baseball legends (to the tune of Smash Mouth's "All Star") to the width and breadth of its special features, ASB 2004 is everything you need in a baseball game.

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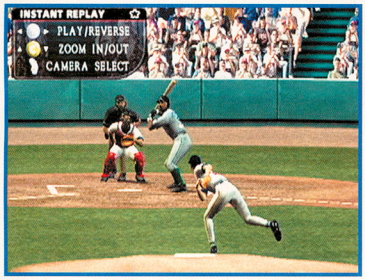
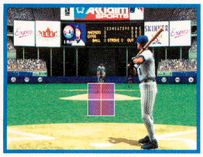
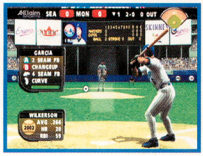
## WELCOME TO THE BIG LEAGUES

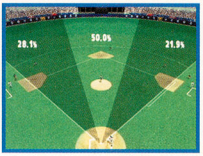


The MLB Play options allow you to take control of an existing franchise or create an all-new expansion team. You can draft, sign and trade players, look at weather reports on game days and keep up with the news around the league. As the general manager and the field manager, you're in charge of every important aspect of the game.

## KNOW YOUR TARGET

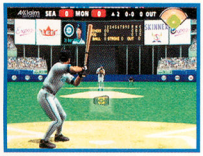




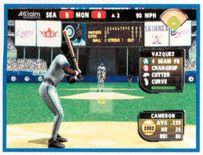



Before you deliver the first pitch, press the Z Button to bring up a list of options. You can check the hitter's hot and cold areas inside the strike zone or view a hit chart to see where he tends to send the ball. After you study the stats, formulate a pitching and fielding strategy to get the hitter out.

## DRIVE THE BALL

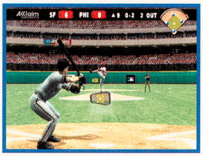


The batting cursor shows the optimal bat-ball contact area. By pressing the B Button, you can toggle to the smaller power-oriented batting cursor for a better chance at hitting the ball out of the park.



You can predict the next pitch by holding the R Button and pressing the corresponding pitch button. If you're right, the batting cursor will become larger. If you're wrong, it will become smaller.

## PLAY YOUR OWN WAY

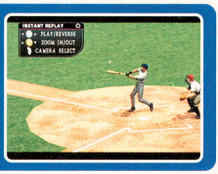


Scenario mode features 21 key game situations from the 2002 season. Your challenge is to change history by swaying the outcome of the game. Scenarios start easy, then become more challenging.

ASB 2004 is jam-packed with cool features. You can participate in the Home Run Derby, batting practice and pickup games, plus challenge your baseball trivia knowledge and unlock teams of baseball legends.

## FIELD OF DREAMS

All-Star Baseball 2004 offers great game play, unmatched features and realistic graphics. Prepare for a winning baseball experience.




## GAME FEATURES

- Franchise mode
- Scenario mode
- Home Run Derby
- Baseball Trivia Game
- Negro League players and other baseball legends

BASEBALL

# BACKYARD BASEBALL

Little-league versions of 10 major leaguers including Sammy Sosa and Pedro Martinez mingle with fictional kid players for basic baseball action on sandlots and playgrounds. Backyard Baseball from Infogrames and Humongous Entertainment is pure fun!

EVERYONE E CONTENT RATED BY ESRB

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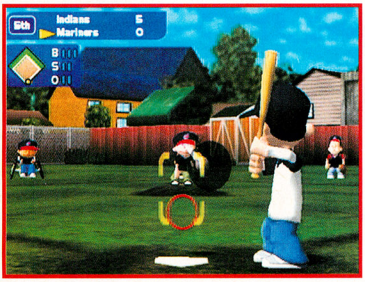
## PICK UP AND PLAY

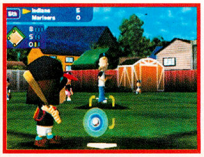


Jump into a pickup game on your choice of nine fields or play a full season, starting with a player draft. Although you can choose from 30 MLB teams and 10 new teams, the draft pool is limited to 40 players. The real-life stars are good, but the other players match up well with them. The best team should have a mix of pint-sized pros and prospects.

## MANAGE YOUR FIELDERS AND PICK YOUR PITCH

Before you pitch, press the R Button to bring up a list of selectable infield configurations and press L to initiate an outfield shift. When you're ready to throw, you can choose from four standard pitches. You can earn a special "out" pitch if you deliver a good performance.

## STAND AND DELIVER AT THE PLATE NR



Batter introductions tell you whether the player is primarily a contact hitter or a power hitter. Press the L and R Buttons to adjust your batter's stance and select a swing type (power, grounder, bunt or line drive) to match his or her abilities.

### CREATE A KID

While you're creating your team, you can select the Custom Player option to make your own character. You'll find several skills and appearances to choose from.

### GRAB IT

The fielding view is far enough back to show both the selected fielder and the ball's destination. Run to the highlighted spot and field the ball.

### THE FUN OF THE GAME

Backyard Baseball takes you out to the ball game with colorful graphics, easy control and cool kid characters. Play ball!

### GAME FEATURES

- Basic baseball with great play control
- Kid versions of MLB stars
- Season Play
- Home Run Derby

BASEBALL

# MLB SLUGFEST 20-04

St. Louis Cardinals slugger Jim Edmonds endorses the latest version of the zaniest baseball game to hit the GCN. MLB SlugFest 20-04 gives a jolt of energy to the national pastime.

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief Violence

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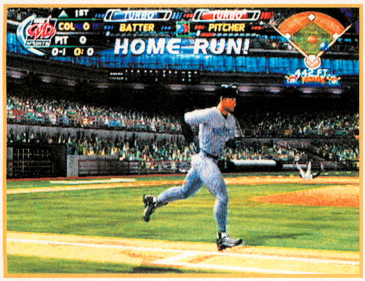
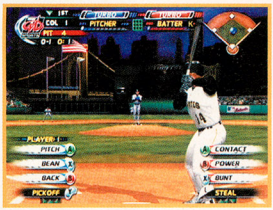
## TURBO-CHARGED BASEBALL



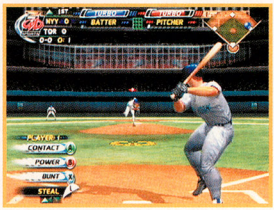
If you're looking for fast-paced fun on the baseball diamond, you need look no further than MLB SlugFest 20-04. The ball zips out of the hurler's hand at blurring speed, and when the hitter connects, the results are explosive. The slugging doesn't stop at the plate, either—it also takes place on the base paths. MLB SlugFest 20-04 makes baseball a contact sport.

### HERE'S THE PITCH




Adjust the outfield configuration with the Control Pad. Then deliver the pitch and use the Control Stick to influence the ball's path. With pitching success, you'll earn the use of a special trick toss.

### SWUNG ON AND HIT

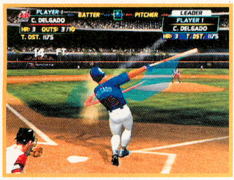



Every batter has attributes in five categories. Double-tap the R Button to bring up a list of your hitter's abilities, then decide between a contact swing and a power swing.

### IT'S GOING, GOING. . .

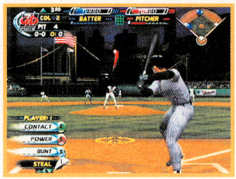
When the ball is in play, press the B Button to take control of the fielder closest to the action. You can jump for the ball while it's in the air or dive for it if it's out of your reach.

### . . . GONE!



The MLB SlugFest series is built for the Home Run Derby mode. You can select and control as few as two and as many as eight players in a single event, choose any MLB stadium and swing away. Your only swing choice is the power swing, but it's the only one you need!

### BLAST OFF




By holding the R Button, you can use turbo power to enhance your pitching, hitting and fielding performance. When you're not using the power, it recharges at a steady rate.

### IT'S OUT OF THERE!

Although MLB SlugFest 20-04 is not remarkably different from the 20-03 version, it is still a real charge to play. Swing for the fences!

### GAME FEATURES

- Fast-paced baseball action
- Season and Challenge modes
- Entertaining announcers
- Home Run Derby
- Create-a-Team feature
- Tournaments for eight players

BASEBALL

# ALL-STAR BASEBALL 2004

Acclaim SPORTS
WHERE THE STARS PLAY

The GBA is enjoying its best baseball season yet, and All-Star Baseball 2004 is part of the success. Although the game doesn't have all the extras of its GCN version, it is a solid and enjoyable play with features that you've come to expect from the series.

EVERYONE
E
CONTENT RATED BY ESRB

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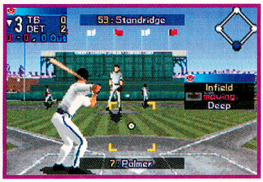
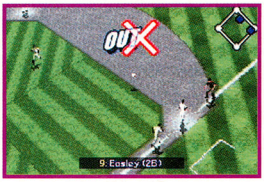
## PITCH SMART



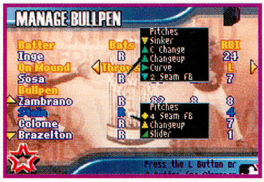

The strike zone is very wide. Avoid pitching to the middle and work the corners. If your pitcher has a high-arcing breaking ball, you can often aim below the zone and get the batter to swing at the dirt.

## FIELD CLEAN




If you're missing the ball often on routine grounders, switch to Auto-Fielding in the Game Options menu. Once you field the ball, glance at the diamond diagram and throw to the leading runner's destination.

## BE THE MANAGER




When you're looking for a replacement pitcher, study the opposing team's lineup and go for a favorable matchup. Pitchers have an advantage over batters of their own handedness.

## MAKE CONTACT

The size of a player's batting cursor reflects his abilities as a contact hitter. You can rotate the batting cursor to aim your swing by holding the R Button and manipulating the Control Pad.

## TAKE A BIG CUT

The triangle inside the batting cursor defines the power contact area. The sweet spot is biggest for home-run hitters. Press Select to show only the triangle and increase your home-run chances.

## COLLECT 'EM ALL AND MAKE TRADES

Your on-field accomplishments earn you trading cards. There are 254 cards in all. You can trade your cards with other ASB 2004 players by linking two GBA games and also by linking your GBA game with the GCN version.

## PRACTICE, PRACTICE, PRACTICE

In Batting Practice mode, you can test your ability to conect with the ball using any batter against any pitch type. You can even select the pitch location. Test your aim on contact hits, then toggle the batting cursor for power-hitting practice.

## SHOW YOUR POWER

The Home Run Derby is always a big draw during the All-Star break. In the ASB 2004 version of the event, you can represent either league or both leagues as you swing for the fences. Toggle the cursor for power and swing early to pull the ball.

## HIT IT HERE!

With a fun and intuitive pitcher-batter matchup, good fielding mechanics and All-Star features, ASB 2004 touches all the bases.

## GAME FEATURES

- World Series
- All-Star Game
- Home Run Derby
- Trading Cards
- Contact/Power toggle

BASEBALL

# HIGH HEAT MAJOR LEAGUE BASEBALL 2004

3DO

The third time is a charm for the MLB High Heat series on the GBA. The 2004 version features big characters, intuitive play control and a stripped-down interface that puts you right into the game. It's the most realistic GBA baseball experience ever.

EVERYONE E CONTENT RATED BY ESRB

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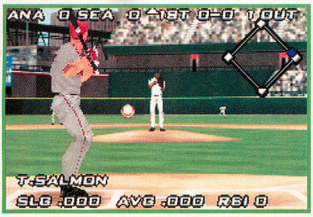
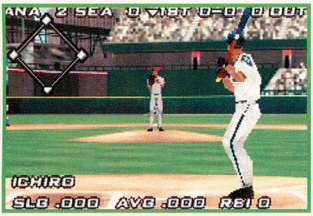


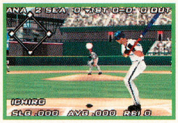

## PURE PITCHING

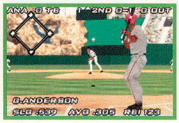
For the sake of realism High Heat doesn't represent the strike zone with an on-screen box. Look at the plate and the hitter to determine the zone's limits. Another realistic feature is limited pitch selection for power or finesse specialists.



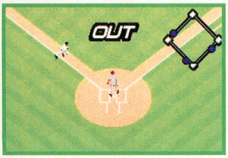

## HIT AND RUN

You can't rely on cursors to help you make contact. Watch the ball's trajectory, press Up to aim high, press Down to aim low and press Left or Right to influence the ball's lateral movement. Press L and R to make runners steal and return to the bases respectively.



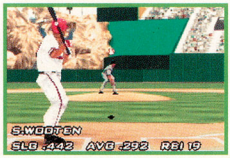



## BRING IT IN




Fielding can be tricky when the Fielding option is set to Manual. The fielder is often so far from from the ball that the field view doesn't show the ball's landing indicator. You'll have a more realistic fielding percentage if you set the option to Automatic.

## SWING AWAY

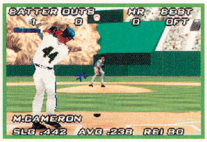



Batting Practice mode allows you to test your swing against every pitch type and pitch location. You can even set the practice pitcher's arm strength. After you connect, a message will indicate whether you would have been safe or out.

## GO ALL THE WAY

The Season Schedule option keeps track of your wins and losses, and the Statistics options keeps a running tally of batting and pitching numbers. If your team makes the play-offs, you'll appear in the bracket of teams that have a shot at the championship.

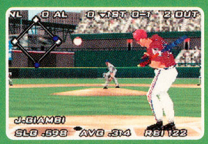
## PICK YOUR POWER FAVORITES




High Heat 2004's Home Run Derby allows you to pick any four batters to participate in the annual slugger face-off. The batter with the most home runs against 10 outs wins. You can play the derby with as many as four players using the same GBA.

## WINNING REALISM

The MLB High Heat series gets high marks for presenting a realistic take on the national pastime. Select your favorite team and take it to the series!




## GAME FEATURES

- Play-offs
- All-Star game
- Home Run Derby
- Realistic hitting and pitching

# MLB SLUGFEST 20-04

Arcade-style baseball hits the GBA in the form of MLB SlugFest 20-04—a high-energy companion to Midway's NFL Blitz and NHL Hitz games, which sacrifice reality for thrills and fun.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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## SERVE IT UP

All hurlers have the same four-pitch repertoire, including a mean screwball. When the ball leaves the pitcher's hand, it flies toward the center of the plate. You can change the ball's trajectory by using the Control Pad. Use turbo for more powerful pitches.

## KNOCK IT OUT

An MLB SlugFest 20-04 score can look like a football tally. The game is heavily weighted toward hitting and scoring. Choose a contact swing for a better chance to connect or a power swing for a better chance at a home run.

## THE PITCHER GETS A HIT

If you're pitching to a power hitter, consider beaning him rather than letting him swing away. He'll take a base and his speed rating will go up, but you'll avoid a base-clearing hit.

## TAKE STEPS

When you have runners on base, you can make them take big leads. Your chances at taking extra bases on a hit will increase, but the opposing team will have an easier time picking your runners off.

## CATCH AND RELEASE

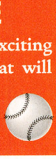
The game's six fields have shorter dimensions than their real-life counterparts, making it easier to track down the ball if it stays inside the fences. The base paths are also short, so you'll have very little time to toss the ball to the base for an out.

## SHORT STOP

The batter's third option is a bunt. A bunt is the best way to guarantee runner advancement, but you'll sacrifice an out more often than not. If you're looking for an insurance run in a close game, consider small-ball tactics.

## BRING IT ON HOME

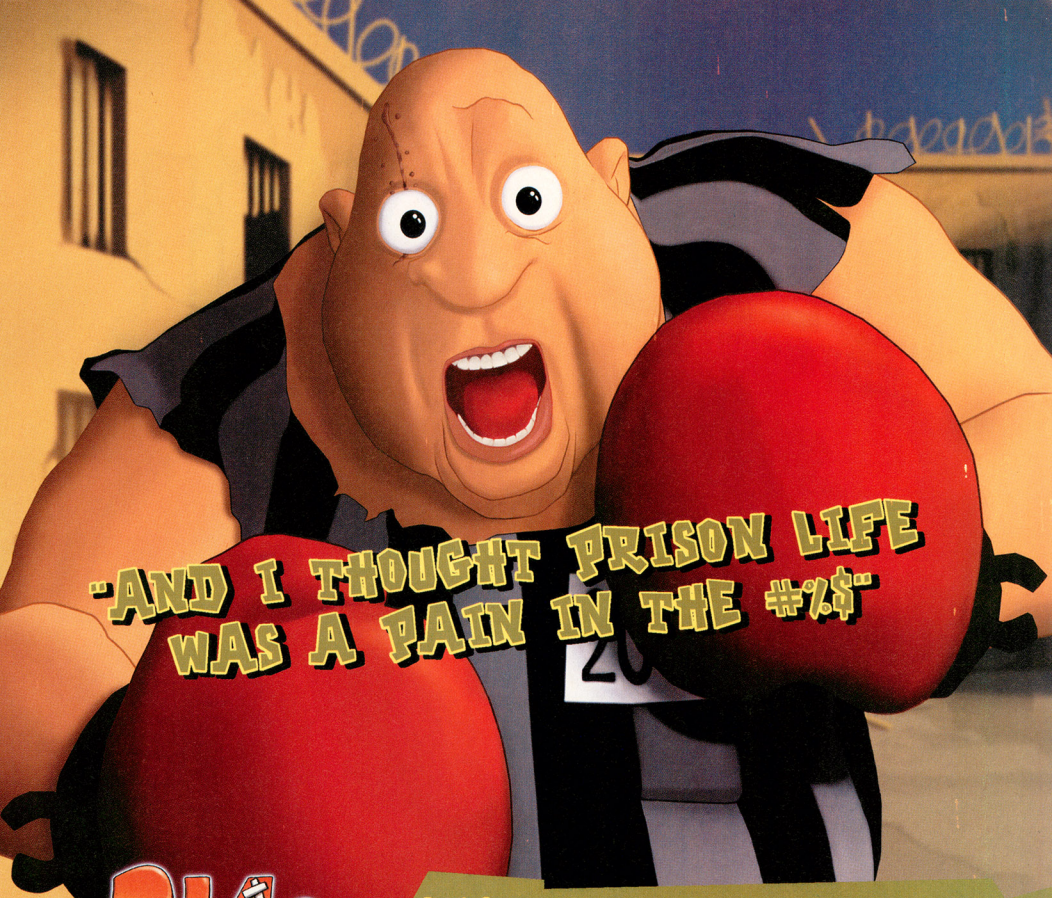
MLB SlugFest 20-04 is an exciting and high-scoring game that will keep you entertained for all nine innings. Turn on the turbo and go.



## GAME FEATURES

- Fast-paced, arcade-style baseball action
- Challenge mode
- World Series
- Single-player only

BASEBALL




# BLACK & BRUISED

WHEN LIFE BACKS YOU INTO A CORNER, COME OUT SWINGIN'.

**Bronto Sore** finds staying out of jail is as hard as breaking out was. Join Bronto and 18 other wacky, not-so-typical boxers as their storylines intertwine from one grueling, over-the-top slugfest to the next. But beware. What happens in their life affects their performance in the ring. And vice-versa.

*"Black & Bruised looks and feels like a next generation PUNCH OUT! It's about time."*
*-Nintendo Power*

Dozens of facial expressions and insults

Strategize using 18 different power-ups

24 combos per character

TEEN T CONTENT RATED BY ESRB
Mild Language
Suggestive Themes
Violence

NINTENDO GAMECUBE

PlayStation.2

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# THE Hobbit™

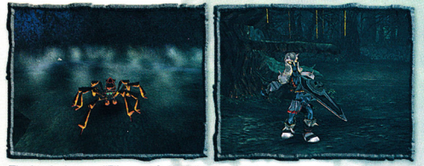
## THE PRELUDE TO THE LORD OF THE RINGS

## Fresh Take on Tolkien

In Sierra Entertainment's reworking of J.R.R. Tolkien's *The Hobbit*—which preceded *The Lord of the Rings*—Bilbo Baggins hurtles through a goblin town on a mine cart, whacking junction levers on the way to Gollum's lair. How will *The Hobbit* survive such a wild jump to action-adventure? To answer that question, we visited the development studio of Sierra's partner, Inevitable in Austin, Texas, late last year. Inevitable had not yet woven the ambitious orchestral score and voice talent into the build we saw. But the existing game play, coupled with Inevitable's commitment to Tolkien's text and cooperation with Tolkien Enterprises, has us completely charmed by Bilbo's quest. The book follows Bilbo after he leaves his safe Hobbit-hole in search of a treasure-guarding dragon. It's an epic story—and, believe it or not, Sierra's game covers the whole novel and *more*.

## Tolkien Reality Check

"First things first," said Jaime Grieves, Inevitable's executive producer for the title. "It's Tol-KEEN, not Tol-KIN." The whole development team—from its designers to its software engineer—laughed at his phonic goading. If they hadn't been Tolkien taskmasters to start with, they definitely were by then. "Tolkien Enterprises wants you to stay as true to the book as possible," explained Grieves. "But there are situations in the book where Bilbo doesn't do anything. Who can play a game where a character doesn't *do* anything? Tolkien Enterprises understands that you have to stay true to the book's world yet make something that people want to play." It's an interesting dilemma. In the book, Bilbo reluctantly goes on his quest and is often saved by others—not the testosterone-driven stuff that game heroes are often made of. To help them find game play in Tolkien's words, Inevitable worked with "Tolkien scholar" Daniel Greenberg to refine creatures and concepts—even those that are not explicitly in the book. Even the game's art style, which abandons realism in favor of fantasy, goes through an extensive approval process with a separate expert.





The book chapter "Flies and Spiders" makes Mirkwood's arachnids a given—but where do its crypt knights come from? Inevitable can propose new creatures to Tolkien Enterprises, but they must fit Tolkien's world. Inevitable found justification for Mirkwood's denizens in a side plotline: The Necromancer corrupted the woods, which bred new enemies.

"We took it upon ourselves to create a look that would identify the game as uniquely Sierra Entertainment's The Hobbit," explained Lum. However, though the developers enjoy free rein to imagine the world, they proudly admit that every level build goes through the approval process, through which even the smallest artistic details are analyzed for authenticity.

"Fans will feel it's all true to the story and Tolkien's universe," said Cyrus Lum, Inevitable's chief art officer. "It'd be very tough for a megafan to pick out obvious mistakes. Tolkien Enterprises and Daniel Greenberg have guided us in all details and suggested many more."

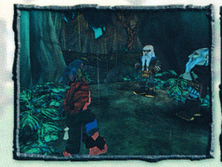
## Arranging the Adventure

The Hobbit falls squarely into action-adventure territory. You'll guide Bilbo through a 3-D environment—jumping, climbing, hacking, slashing, picking locks, burgling and employing stealth to get around. "However, one of the things we tried to stay away from was Bilbo the Acrobat," said Chuck Lupher, the game's lead designer. "Bilbo does lots more than Hobbits would normally do, but he's not Ninja-Baggins." He credited Super Mario 64, Ocarina of Time and Spyro the Dragon as inspirations for the approach, but don't call the The Hobbit a follower. Inevitable plans innovations for the tried-and-true genre. The game will literally be divided into its chapters as game play dovetails with pages of a book that cinematically come to life. Voices also carry lots of weight in the game. Aside from the book's narrator, which Lupher regards as one of the game's major characters, the designer said that one big game-design element is Bilbo's "self-talking," which will provide cues for the player during game play and constantly reflect one of the book's most important aspects—Bilbo's gradual evolution from a timid tea drinker into a dragon antagonist.

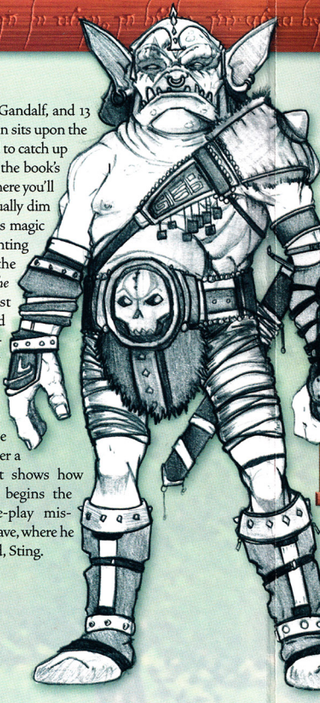
## Roast Mutton—Tastes Like the Real Thing

At the beginning of the game—and the book—Bilbo leaves his Hobbit-hole after the wizard, Gandalf, and 13 dwarves convince him to join them on a journey to the Lonely Mountain, where Smaug the dragon sits upon the dwarves' treasure. In one of the early levels, "Roast Mutton" (named after Chapter II), you'll need to catch up with the dwarves by exploring a rocky valley. When you finally catch up, you'll have the next of the book's major plot points to navigate through—using Bilbo's stealth to creep up to a troll encampment. There you'll need to pick the pocket of one of the three trolls, the very stupid William, while evading his equally dim partners, Tom and Bert. At that early point in the story arc, Bilbo doesn't yet have his notorious magic ring—the invisibility-granting artifact that becomes the focus of *The Lord of the Rings*. So Bilbo must rely on Hobbit-powered stealth during the mission. No matter how stealthy you are, however, you'll still collide with the book's plot: Bilbo botches the burglary and the dwarves are captured. After a cinematic sequence that shows how they're all saved, Bilbo begins the chapter's second game-play mission—to find the trolls' cave, where he discovers his magic sword, Sting.

To catch up with the dwarves, you'll climb up vines, make ever larger leaps and use your walking staff to pole-jump across chasms in the valley that leads away from Hobbiton. After you reach them, you can speak with each of the dwarves and learn about the next mission.

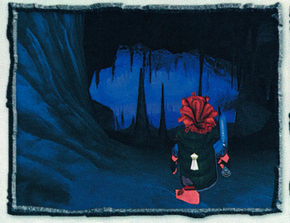


"Once you leave the dwarves and grab the wallet," said Lupher, "we'll kick off a 'page turn' about how the trolls capture the party and then how Gandalf imitates the trolls, tricking them into staying out until they turn into stone in the daylight. Then we'll kick back into game play."



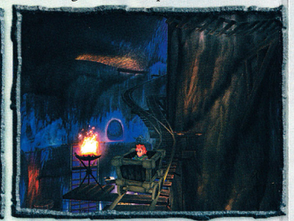
## Over Hill, Under Hill and in Between

The way Bilbo winds up in Gollum's lair and gets the infamous ring in the book hardly makes for great game play. "In the middle of the escape from goblins, Bilbo is carried by Dori," explained Lupher, "when he cracks his head on the ceiling, falls unconscious and wakes up in Gollum's cave." But Inevitable has a solution with a twist: Bilbo wakes in an underground goblin town. The goblins have imprisoned a dwarf—which explains, in Tolkien Enterprises' mind, the town's high-tech touches. You'll need to ride water-wheel-powered elevators and suspended gondolas around the goblin town to reach the dwarf engineer. But it's hardly so simple. You'll need to use stealth and sword to free the dwarf, who helps you reconnect with Tolkien's original Gollum plotline.



Inevitable takes Tolkien's oft-used description "pitch black" seriously. Without Sting's illumination, you won't be able to go far in goblin caves.

To free the dwarf, you'll need to fetch an important stone for a seemingly friendly goblin, who will open a massive gate for you.



After you save the dwarf, you'll hop on a cart for a high-speed puzzle—if you whack the right junction levers, you'll rocket toward Gollum's lair.

## Sting and the One Ring

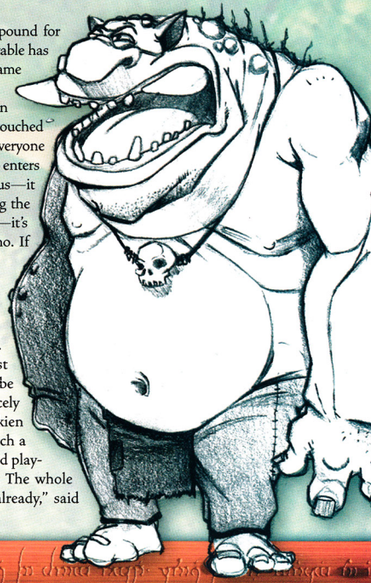
Every fan of *The Hobbit* takes Bilbo's sword, Sting, and his magic ring seriously, and Inevitable has given them their rightful place in game play. The sword provides light in dark passages and is also a powerful blade that you can use with upgradable moves like a double attack and a spin attack. The magic ring lets you become invisible, but Inevitable also charges it with the curse that doesn't become known in the book series until *The Lord of the Rings*. You can wear it for a few seconds with no problem. But the longer you stay invisible, the more likely the ring will jump off your finger—it does have evil intentions, after all—exposing you to harm when you least expect it.

When you encounter an enemy, you can lock on to it and circle it in combat, and using Sting will make much shorter work of defeating foes. But you'll also use the sword for less-aggressive purposes.

You can light the endlessly dark interiors and reveal hidden obstacles, as well as slash through webs—and given how big the spiders are, you'll need to do lots of hack-and-slash housecleaning.

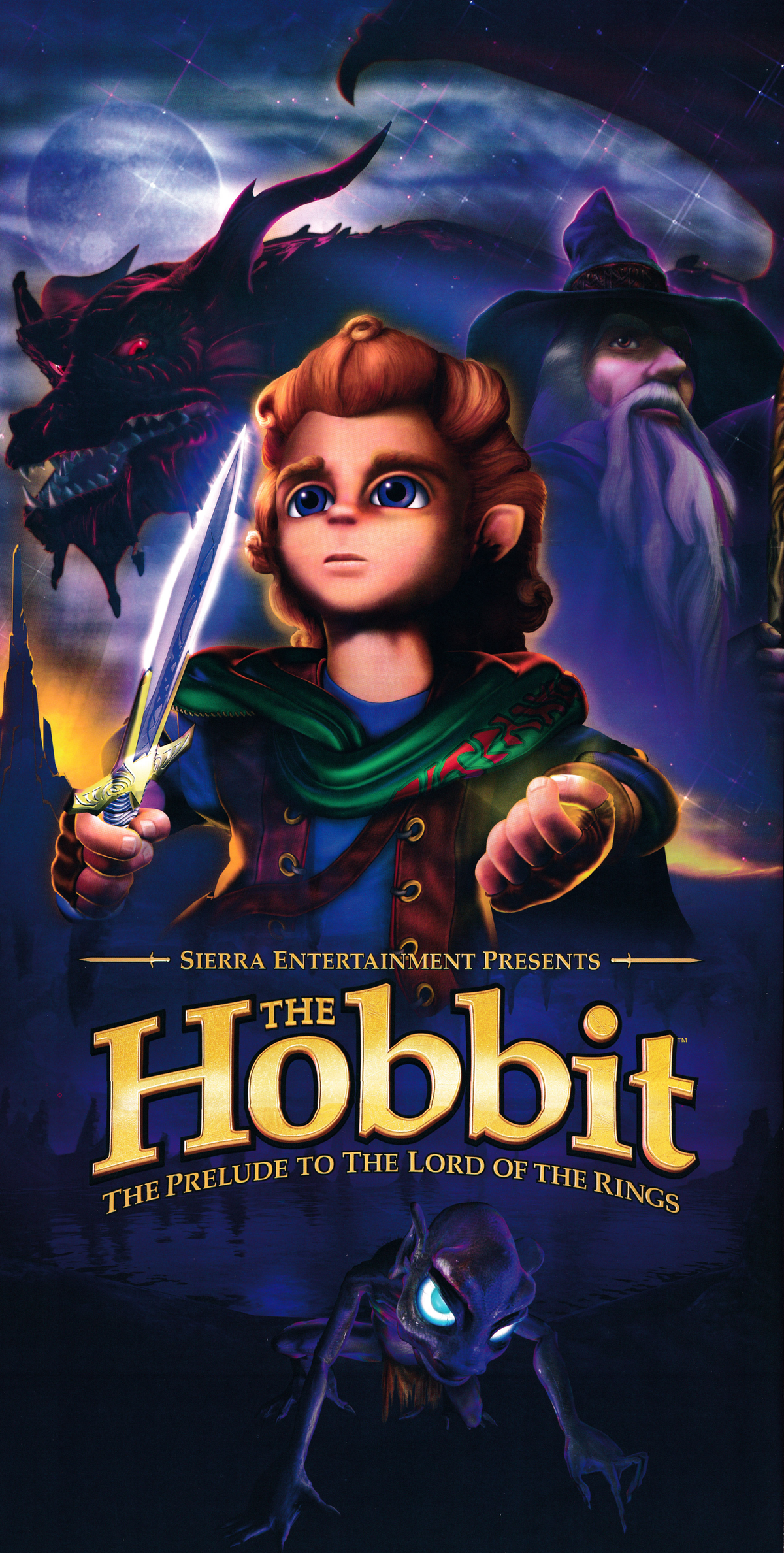
## Smaug & Unfinished Business

Gandalf's the biggest character in *The Hobbit* after Bilbo—but pound for pound, the übercrafty Smaug is the largest presence. And Inevitable has big plans for him. "Back when I first started my video game career," boasted Cyrus Lum, resident wyrm expert, "I was the creature guy at Strategic Simulations, doing all the dragon creation for the Dungeons & Dragons games. Every person on our team has touched Smaug and helped make him into a living, breathing dragon that everyone will be thrilled with." We saw an early build of the levels in which Bilbo enters the Lonely Mountain and faces Smaug. The level design floored us—it demands that you sneak invisibly around the sleeping dragon, using the ring before it uses you. You can't escape Smaug's meltdown, however—it's in the book—so you'll face the writhing dragon in a raging inferno. If Inevitable delivers on its huge plans, the wyrm will wow you, too.



## New Classic in the Making

We can't wait until the The Hobbit comes out of hiding this fall. Just as Bilbo Baggins made his mark on the world in Tolkien's first classic novel, Sierra Entertainment's The Hobbit might prove to be one of the wonders of 2003. To produce a golden game from a fiercely beloved book, Sierra and Inevitable have assembled a team of Tolkien loyalists who also know good gaming—a rare combination for such a rare opportunity. And what happens if the game proves a smash and players demand a sequel? There was no *The Hobbit Returns*, after all. The whole Inevitable team laughs at the question. "We've thought of that already," said Lupher. "The answer's in the book!"

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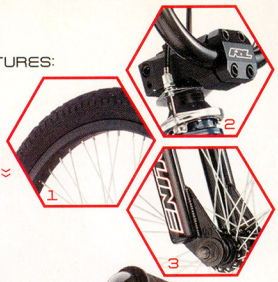
# ROMP

KEY FEATURES:

- » Redline Monster Fork3.
- » Alex X-303 alloy rims1.
- » Redline Proline stem2.
- » Colors: Transparent Blue

Adam Strieby-seatgrab indian superman.
PHOTO: MOMENTUMFOTO.COM

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# THE LEGEND OF ZELDA® the Wind Waker™

**And so the young hero set sail on the Great Sea, in search of three legendary pearls. . .**

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## DRAGON ROOST ISLAND

### BEFORE SAILING

**OUTSET ISLAND**

- Get the Hero's Clothes.
- Get the telescope from Aryll.
- Get the Hero's Sword from Orca.
- Rescue Tetra, then get the Hero's Shield.
- Buy the Bait Bag from Beedle's Shop.
- Speak to Tetra and board the pirate ship.

**PIRATE SHIP**

- Pass the pirates' rope test.

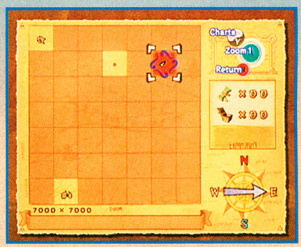
**FORSAKEN FORTRESS**

- Climb to the top of Forsaken Fortress.

**WINDFALL ISLAND**

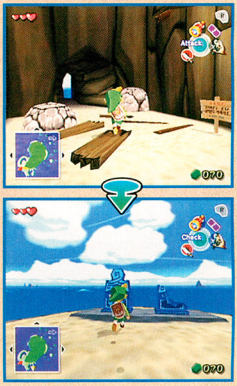
- Buy the sail from Zunari.
- Rescue Tingle and get the Tingle Tuner.
- Get the Picto Box behind the jail.

Dragon Roost Island is your next destination in the long quest that lies ahead of you. Before you set sail for Dragon Roost Island, make sure you've completed each objective listed on the chart to the left. Sail east from Windfall Island until you see Dragon Roost Island's towering peak piercing the clouds.




### Wind's Requiem

When you dock at Dragon Roost Island, the *King of Red Lions* will present you with a gift—the Wind Waker. The Wind Waker grants you the power to control the winds. Practice your wind conduction, then walk through the mountain tunnel near where you docked. Swim to the island shrine and follow the directions on the left tablet to summon Zephos, the god of winds. Zephos will teach you the Wind's Requiem and warn you about his brother, Cyclos.



With the Wind Waker you can play the Wind's Requiem to change the wind's direction. Changing the wind's current is very useful for all wind-dependent travel.

# Bloomin' Bomb Flowers

The foliage around Dragon Roost Island can be dangerous to reckless travelers—the Bomb Flowers will explode if you strike them. Carefully pick the Bomb Flowers and use them to clear the boulders that block your path to the Rito village. Toss the Bomb Flowers when the red flashes reach their fastest rate.

Demolish the large boulders with Bomb Flowers to clear the path to the Rito village, then press and hold A to sidle across the narrow ledge. Use another Bomb Flower to lower the stone blocks, then continue on to meet Quill.

## Bridge the Gap

**Use the Bomb Flowers to lower the two stone blocks and create a bridge across the gap in the upper path. Hop down and pull out the lower stone block, creating steps to aid you in reaching the Rito village in the future.**

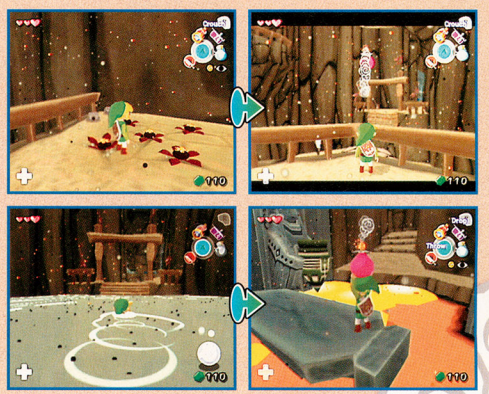
# Rito Village

Your friend (and postman) Quill will greet you as you enter the Rito village. He'll express his concerns about your quest and fly ahead to announce your arrival to the village elders. Follow Quill to the Rito village's central building and greet the Rito chieftain. The chieftain will agree to aid you, but his hands are tied until his own crisis involving his son and the great dragon Valoo is solved. Agree to help the chieftain—he'll give you the Delivery Bag and ask you to talk to Medli and Prince Komali.

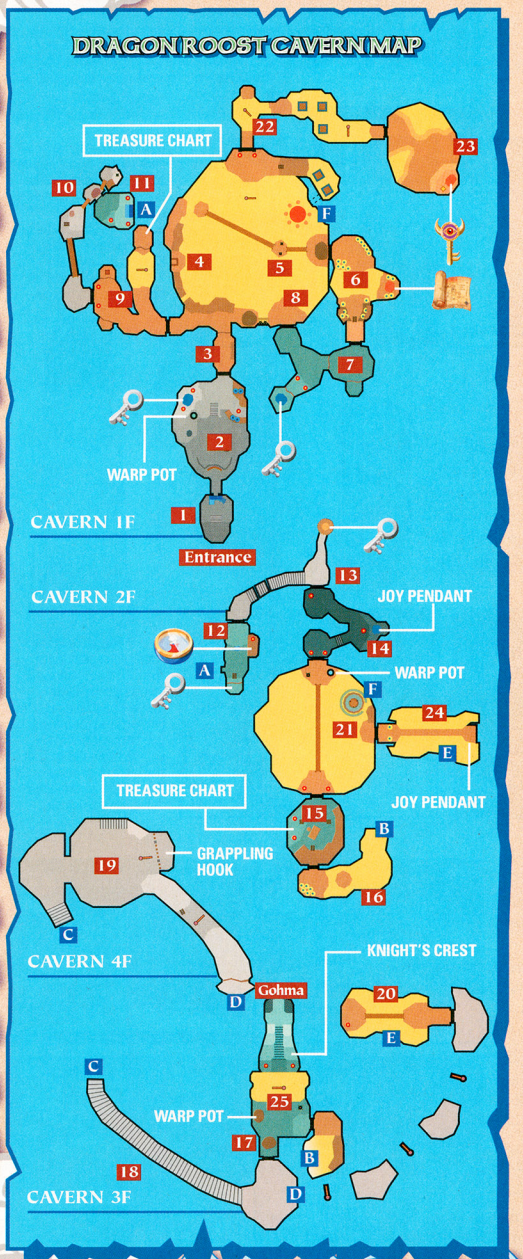
After you speak with the Rito chieftain, walk upstairs and talk to Medli. She'll give you the Father's Letter and ask you to meet her after you've delivered it. Take the letter downstairs to Prince Komali, then rendezvous with Medli.

# Medli's Request

Medli is the royal attendant to Valoo, the sky spirit, and the only remaining Rito who knows the dragon's ancient language. Medli believes that if she can talk with Valoo, she may be able to find out what is making him so upset. Meet Medli at the dried-up spring outside of Dragon Roost Cavern. Pick Medli up and stand on the rock that faces the broken bridge. Wait for the wind to blow against your back, then run and toss Medli onto the far ledge. Medli will reward you with a bottle. Fill the bottle with spring water from what remains of the spring then water one of the shriveled Bomb Flowers. Pick it and blow up the boulder blocking the spring. Swim to the other side and toss Bomb Flowers into the statues' vases to create a bridge across the lava. Enter Dragon Roost Cavern.



# DRAGON ROOST CAVERN




## 1 STATUE-SWAP SECRETS

The entrance to Dragon Roost Cavern lies behind three guardian statues. Pull the left statue forward, then pull the middle statue left to reveal a small opening. Hold R and use the Control Pad to pull an object.

## 2 BLAZIN' BOKO STICKS

Defeat the Bokoblins and swipe one of their Boko Sticks. Ignite the Boko Stick with the lit brazier, then fire the two unlit braziers to make a chest appear. Get the small key from the chest and use it on the locked door.

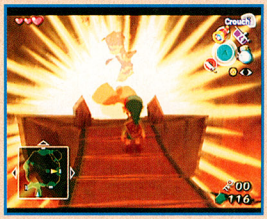
## 3 THE BLADE IS MIGHTIER

Some entrances are boarded-up, but it's nothing your sword can't smash through. You'll need to use fire or bombs to break through tougher barriers. Break the nearby pots to find a few Rupees.

## 4 BLOCK BOOST

Walk left in the central chamber until you see a block in the wall. Jump down and pull the block out to create a step—use it to continue around the chamber. Watch out for pesky Keese and don't fall into the lava!

## 5 BOMB-FLOWER DEMOLITION



Cross the wooden bridge in the central chamber to reach two large boulders. Fend off the lingering Keese before they can knock you off the bridge, then use Bomb Flowers to destroy the boulders. Once you've cleared the path, you can pass safely to the other side of the bridge and enter the door.

## 6 A STEAMY SOLUTION

A large pool of lava sits between you and the door you need to reach. Pick up one of the large water-filled jars and throw it into the lava. The water will solidify the lava, creating a temporary platform. Use the cool platforms to reach the chest on the room's left side to get the dungeon map and to reach the door across the room.

## 7 WHAT A BIG SWORD YOU HAVE!

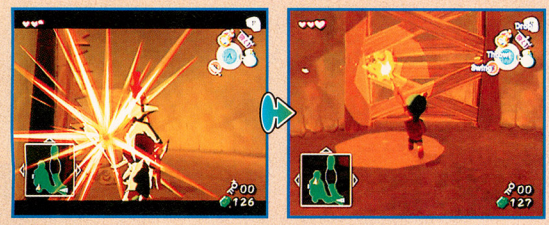
Defeat the Bokoblin that attacks you and pick up its large sword. Use the borrowed sword to break through the wooden barriers that block your path, then go left and use it again to reach a chest with a small key inside.

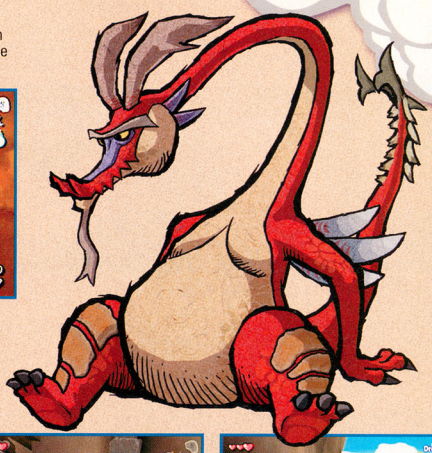
## 8 WALL-SIDE CHAIN REACTION

Enter the central chamber on the right side and look for Bomb Flowers growing on the cavern wall. Pick up rocks or jars and toss them at the Bomb Flowers to make them ignite. One good toss will blow up the large boulder blocking your path. If you run out of ammo, exit the room and reenter to replenish your supply.

## 9 SEALED SWITCH

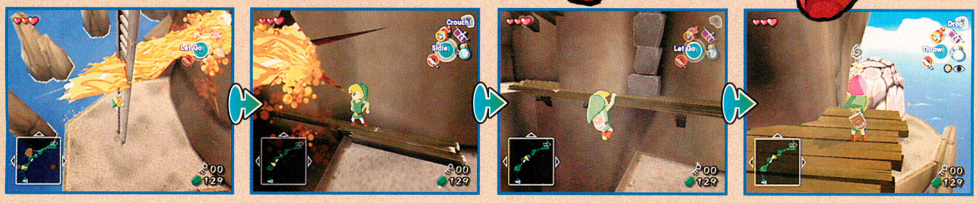
Defeat the Bokoblin that leaps out of the darkness and attacks you. Pick up the fallen fiend's Boko Stick and light it in the brazier. Torch the wooden planks that close off the upper area and step on the switch inside to lower the bars that block the left door.



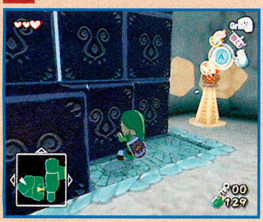


## 10 A BREATH OF FRESH AIR

Step outside and head right across a long bridge. Defeat the Bokoblin, climb up the ladder and sidle left across a narrow ledge. Avoid the bubbling lava spouts that spew out of the mountainside—carefully time your ascent. When you can't sidle any farther, jump and hang onto a ledge. Climb left across the ledge and pull yourself up. At the top, use a Bomb Flower to destroy the boulder blocking the cave entrance.



## 11 BUILDING BLOCKS



Nine neatly stacked blocks create a massive wall between you and the adjacent room. Pull the bottom-center block out once and push it left. Pull the new bottom-center block out once to reach the opening above the top-center block (you can also pull out each of the bottom blocks once).

## 12 BOKO-STICK TOSS

Pull the block out of the wall and use it to reach the ledge above. Light a Boko Stick with the brazier and toss the flaming torch across the room to burn down the boards. Open the two chests to get the compass and a small key. Sprinkle All-Purpose Bait in front of the rat hole—the rat will appreciate your gift and offer to sell you potions.

## 13 HEY, THAT'S NOT AN EGG!

A mixed-up Kargorok is warming a small key in its nest on a ledge outside. Defeat the Kargorok to get the key and maybe a Golden Feather.

## 14 SPARK A FLAME

Grab a Boko Stick and light it in one of the braziers. Torch the boarded-up cubbies, light the unlit braziers and defeat the Keese to continue.

## 15 SNEAKY BOKOBLINS

Metal bars will slam down over the doors when you enter the room. You must defeat three Bokoblins to open the doors, but two of them are hidden inside jars. Smash all the jars in the room with your sword or roll attacks to find the hidden Bokoblins. Collect the treasure in the jars while you're at it!

## 16 LAVA SPOUT LIFT

The Magtail that skitters around the lava-filled room is nearly invulnerable unless it's curled up in a ball. Toss one of the water-filled jars at the beast to make it curl up. Jump onto the center platform and attack the Magtail with your sword to defeat it. Grab another water-filled jar and toss it into the lowered lava spout to create a platform—hop on for a quick ride up.

## 17 STEP INTO THE CLOUDS

Step off of the lava-spout lift at its highest point. Blow up the boulders with Bomb Flowers and walk through the door to appear outside.

## 18 SKYWARD STAIR SPRINT

The stone stairway is weak from Valoo's thrashing and will crumble when you step on it. Step quickly, or you'll fall.

## 19 FLIGHT WITHOUT WINGS

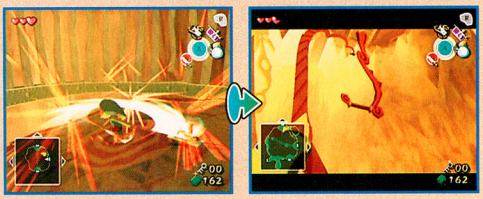
You'll finally reach Dragon Roost Island's peak, only to be greeted by an enemy trio. Defeat the two Bokoblins, then take out the lumbering Moblin to free Medli. Grateful that you came to her rescue, Medli will hand you a Rito-fashioned gift—the Grappling Hook. It has many uses: You can swing over large gaps, strike enemies and troll for treasure at sea.

## 20 HANG ON TIGHT!

Use the Grappling Hook to travel back down the peak and head inside. Defeat the Bokoblins on the suspension bridge, then use a flaming Boko Stick to light the bridge's support ropes. Hang on tight as the bridge falls. Collect the treasure in the chest after you fall and exit the room.

## 21 ALL CAGED UP

Walk into the large cage on the room's right side. Stand in the cage's center and use a spin attack to sever the four ropes simultaneously . When the lava spout beneath you lowers, jump off onto the ledge and make your way up. At the top, use the Grappling Hook to pull the lever overhead and unlock a door.



## 22 WINDS OF CHANGE

Use the Grappling Hook to travel from platform to platform above the lava-filled hallway. You'll need to change your direction on the Grappling Hook in midswing to make the sharp right-hand turn. To change directions on the Grappling Hook, press R to stop swinging, face the direction you want to swing, and press Up and Down on the Control Stick to start swinging again.

## 23 PUSH THAT FOR ME, WOULD YOU?

The ring of flames around the chest will disappear only if something heavy is holding down the switch. Wait for the Magtail to approach you with its pincers opened, then strike its eye with the Grappling Hook. When the Magtail curls up in a ball, pick it up and drop it onto the switch to dissipate the flames. Open the chest to get the Big Key.

## 24 PATHS WELL-TRAVELED

After you have the Big Key, backtrack to the room where you torched the suspension bridge's ropes. Toss a water-filled jar onto the flame spout and ride it to the room's upper area. Head outside and use the Grappling Hook to ascend the peak again. Enter the door that lies before the summit.

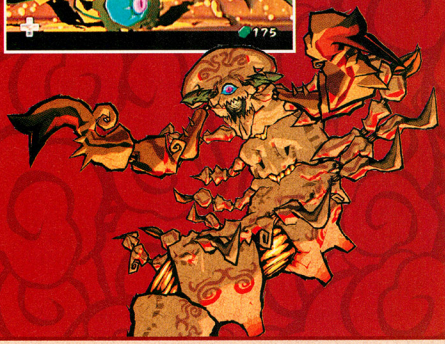
## 25 TAIL-TORMENTER

The beast tormenting Valoo's tail is beyond the door ahead. Use the Grappling Hook to swing over the lava moat and defeat the Magtail. Smash open all the jars to find a Joy Pendant and two fairies before you face Gohma.

## Gohma NP

Gohma's outer shell makes it invulnerable to any of your attacks. Look above Gohma to see Valoo's tail hanging through a hole into the cavern. Use the Grappling Hook to grab on to Valoo's tail and swing across the room. Each time you grab Valoo's tail, boulders will fall from the ceiling and strike Gohma. After you make boulders fall on Gohma three times its outer shell will fall away. Strike Gohma in its eye with your Grappling Hook to draw it closer, then attack with your sword while it's stunned.

Leap down from the ledge once Gohma's armor shell is broken. Strike its single eye with your Grappling Hook to pull Gohma toward you, then quickly use a jump attack to defeat the beast.



# FOREST HAVEN

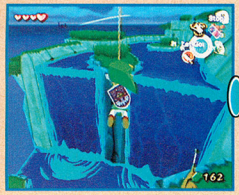
Valoo is in good spirits again, and the friendly dragon has proclaimed you a hero. Your actions have instilled Prince Komali with new courage and hope—he'll thank you and give you Din's Pearl before you set sail for your next destination. The Forest Haven, home of the Great Deku Tree, awaits you to the south. Hop on the *King of Red Lions* and use the Wind Waker to turn the winds southward.

## Fishman's Sea Charts

**Soon after you set sail for Forest Haven, Fishman will stop you. He'll introduce himself and fill in your current area on the Sea Chart. When you see a Fishman in the Great Sea, sprinkle some All-Purpose Bait in the water to get info and a Sea Chart painting.**

# The Great Deku Tree

After landing on Forest Haven, head to the inner grove where the Great Deku Tree, spirit of the forest, resides. Walk along the stream that flows through the island. Jump from one area of land to the next and use the Grappling Hook to cross longer distances. Use your Hero's Shield to reflect the stones that River Octoroks spew at you and defeat the Boko Babas with your Grappling Hook and sword.

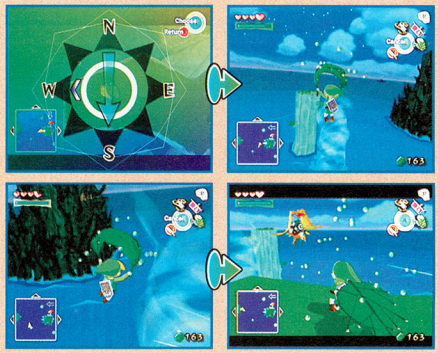


You'll enter the Forest Haven grove to find pesky ChuChus swarming the Great Deku Tree. Knock the ChuChus off the Great Deku Tree by performing a roll attack, then defeat them with your sword. After the Great Deku Tree is free of ChuChus, he'll introduce you to the Korok and request your aid. Little Makar (one of the Korok) has fallen into the Forbidden Woods and needs your help.

# Flight to the Forbidden Woods

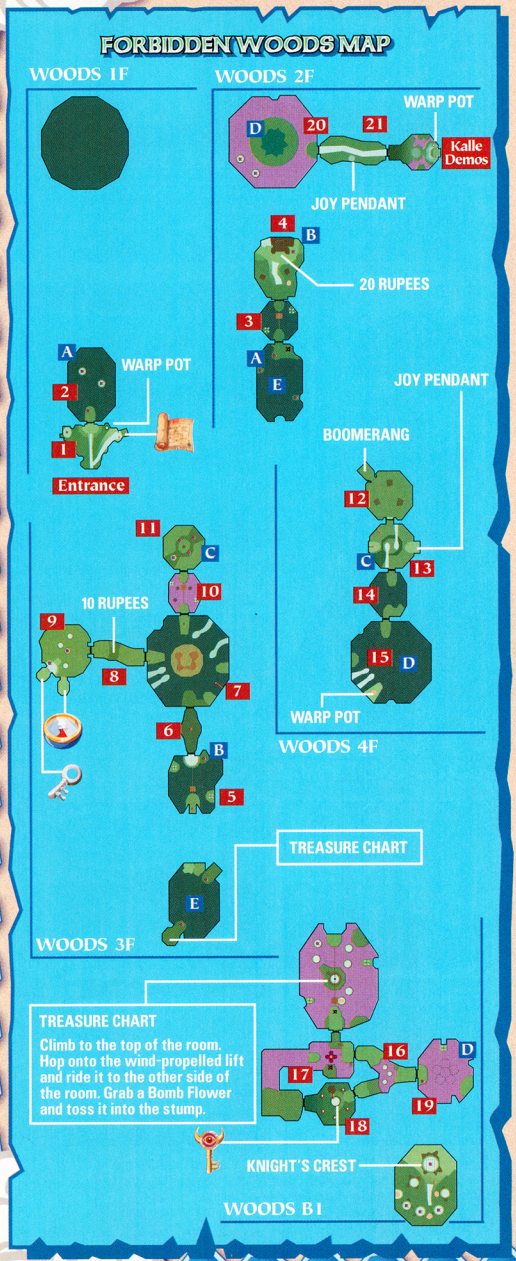
The only way to reach the Forbidden Woods is by air, so the Great Deku Tree will offer you a Deku Leaf to aid your journey. The Deku Leaf is high in the Great Deku Tree's branches—you'll need to spring from one Baba Bud to the next to reach the lofty treasure. After you get the Deku Leaf, use it to glide out of the Forest Haven grove. Outside, use the Deku Leaf to glide across the sea to the Forbidden Woods.

Jump into a Baba Bud to be shot straight up into the air. Use the Control Pad before you are launched to get a good view of the next Baba Bud, then press the Control Pad in the direction you want to fly.




Depart from Forest Haven by using the Deku Leaf, and use the Wind Waker to reach the Forbidden Woods. Change the wind to blow southwest and glide to the nearest island. Change the wind to blow northwest, then catch the updraft to soar higher and glide to the Forbidden Woods.

# FORBIDDEN WOODS




## 1 DEKU NUT TOSS

Enter the Forbidden Woods and follow the right path to collect the dungeon map. Loosen the Deku Nut on the left with your sword. Pick up the Deku Nut and toss it at the vine-covered door's center to unlock it.

## 2 BABA BUD BOUNCE

Use the Baba Buds to launch into the air. Hop into a Baba Bud and aim your flight so that you land in the next Baba Bud. When you're propelled high enough, use the Deku Leaf to glide onto the second floor's platform. Toss a Bomb Flower to remove the vines from the door and enter it.

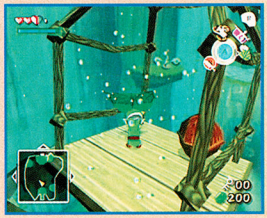
## 3 WIND-POWERED LIFT

The Korok once called the Forbidden Woods home before evil seeped into the trees. The forest folk left behind their homes as well as some handy wind-powered lifts. Use the Deku Leaf to fan gusts of air into the propellers and ride the lift across the room. If you aim carefully, you can fan even the farthest propellers.

## 4 FLOWER MAGIC

Three Deku Babas are keeping a secret. Destroy the toothy plant on the right with your sword to reveal a Baba Bud. Use the Baba Bud to spring to the platform above and to replenish your magic meter.

## 5 DEKU-NUT DELIVERY



Strong vines bind many doors in the Forbidden Woods—the doors on the third floor are no exception. Ride the wind-propelled platform across the room and pick up the Deku Nut. Drop the Deku Nut on the lift, and use the Deku Leaf to propel the lift back to the other side. Pick up the Deku Nut and toss it at the vine-covered door to unlock it.

## 6 A MORE SUBTLE APPROACH

You need the Deku Nut, but some tentacles block your way. Rather than tangle with the thorny tentacles, use the Deku Leaf to blow the Deku Nut past them. Pick up the Deku Nut and toss it at the vine-covered door.

## 7 GRAPPLING GREATNESS

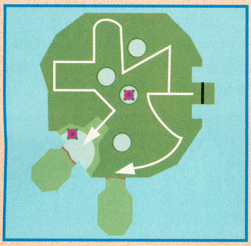
Enter the central chamber and walk up the right ledge. Use the Grappling Hook to swing across the chasm, and continue right around the room. Jump onto the moving plant platforms and ride them to the right. Pick up the Deku Nut and take it to the central platform. Turn left and toss the Deku Nut onto the vine-covered door to unlock it.

## 8 DON'T BE SO CLINGY

The tiny Morths are relatively harmless, but they'll slow you down if enough of them cling to you. Use a spin attack to defeat the creepy creatures. Look in the center of the room to find a chest containing 10 Rupees.

## 9 THORNS AROUND EVERY CORNER

A thorny tentacle maze covers the room's floor. Take the path displayed on the map below to avoid running face-first into the tentacles. Use Bomb Flowers to break through the wooden barriers and grab the small key and the compass. Spring to the upper platforms using Baba Buds and collect the treasure in the jars. Use the Deku Leaf to glide from the upper platforms and back to the entrance.



## 10 NORTHERN PASSAGE

Enter the central chamber and use your small key on the north door near the Deku Nut. Use the Deku Leaf to propel yourself on the lift to the other side and enter the door.

## 11 LEAP TO THE TOP

Defeat the enemies with your Deku Leaf and sword. Look for the Baba Bud and use it to spring up to the platform on 4F. Strike the hanging Deku Nuts with your sword to find treasure.

## 12 MOTHULA

The winged monstrosity, Mothula, will fly around the room spewing flames and Morths at you. When Mothula draws near, stun it with the Deku Leaf then close in and attack with your sword. When Mothula falls to the ground, target it and attack with your sword. Rid yourself of any Morths with a spin attack.

Your new boomerang can target up to five things at once. Look upward in the room where you found the boomerang and hit the two switches above the door to unlock it. In addition to sharpshooting switches, your boomerang is very handy for cutting down vines, striking flying enemies and collecting hard-to-reach treasure.

## 13 TWO FOR ONE

Target the two vine locks on the door with your boomerang. Take aim at the blue flowers and let your boomerang fly—you'll strike both vine locks with one shot. Once the door is unlocked, head on through.

## 14 VINE JUNGLE

A thick vine mass hangs from the ceiling, blocking a door on the other side. Clear the room of vines by cutting a swath through them with your boomerang. Glide to the other side of the room with your Deku Leaf.

## 15 ONE WAY DOWN

Leap from the ledge in the central chamber and use your Deku Leaf to glide from 4F to the giant flower in the center of the room. Stand in the giant flower's center and use your boomerang to target the four vines that suspend the flower. Let your boomerang fly—the flower platform will crash through the vine floor to the basement below.

## 16 THAT DROP'S A DOOZY

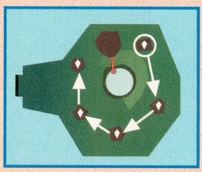
The drop from the central chamber to the basement is long, but you can avoid damage by pressing Up on the Control Stick when you fall. When you land in the basement, destroy the enemies with your boomerang.

## 17 PETAL-SIDE SAILING

Use your boomerang to cut down the suspended flower then hop onto the flower. Fan the Deku Leaf behind you to propel the boat through the water. Use Bomb Flowers to break through the right-hand door to get a treasure chart. Reflect the River Octoroks' projectiles with your shield. At the end of the river, hop off your flower boat and head through the door.

## 18 BOOMERANG SHARPSHOOTER

Five crystal switches surround a large stump in the room where the Big Key is. You need to hit all five crystal switches with a single shot. Stand atop the stump and throw your boomerang in the pattern shown below to hit all five switches at once. Defeat the Moblins and open the chest to get the Big Key. Use your Grappling Hook to exit the room.



## 19 UPLIFTING BREEZE

The only way out of the basement is to go up. Use the Deku Leaf to fan the propeller and create a swirling gust that blows around the circular room. A small cyclone will appear in the room's center, where the giant flower platform lies. Hop in a Baba Bud and use the Deku Leaf to harness the upward draft and reach the floor above.

## 20 VINES ARE NO MATCH

Your boomerang cuts through most plant life with ease. Target the two vine locks on the door and cut them down to size with one boomerang toss. Enter the door when it unlocks.

## 21 WINGLESS MOTHULA HUNT

Two Wingless Mothulas skitter around the hallway before Kalle Demos's lair. Defeat the grounded insects to get a Joy Pendant. Collect the treasure, hearts and fairies in the room ahead before you battle the boss.

# Kalle Demos

Kalle Demos, the Forbidden Woods' boss, has captured frightened little Makar. Kalle Demos is a tangled mass of barbed tendrils and vines that lash out from a carnivorous flower. Use the boomerang to target the vines that hold Kalle Demos to the ceiling. Cut all the vines to make the beast fall, then slash its vulnerable center with your sword. Repeat the process until you prevail.

Strafe around Kalle Demos and target its vines with your boomerang. Sever every vine that holds it to the ceiling to make the beast come crashing to the ground. Fend off the boss's tendrils with your shield when they reach up to attack you from underground.

After Kalle Demos falls, dash into its soft center and hack away with your sword. The boss will swallow you and spit you out, then you'll repeat your assault. Defeat Kalle Demos to save Makar, then return to the Deku Tree to receive Farore's Pearl.

# THE THREE PEARLS

You've come far in your quest for the three pearls. Only one remains hidden—Nayru's Pearl. The *King of Red Lions* believes that Jabun holds the third pearl. Sail northwest to Greatfish Isle and speak with Quill about the recent events surrounding Jabun and the pirates. Quill will suggest that you see what the pirates are up to at Windfall Island.

You'll arrive on Windfall Island at night to find the pirate's ship docked near the bomb shop. All seems well, but the unusual silence suggests otherwise. *The King of Red Lions* will urge you to avoid detection by the pirates—heed his words. Circle around the bomb shop's left side and carefully sidle across the narrow ledge.

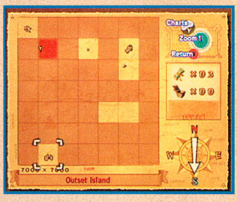
Climb up the vines that are growing on the bomb shop's back wall to reach the roof. Stand on the roof and look for a small square opening in the wall that rises from the rooftop. Crawl through the opening to enter the bomb shop's attic. Sit quietly and watch the scene that unfolds below to learn about the pirates' plans.

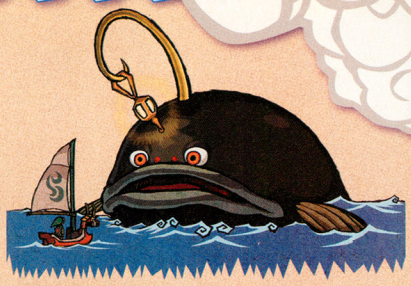
The pirates are after Jabun's treasure, but they need bombs to break into the water spirit's cavern. Rather than pay the bomb shop owner's steep prices, they'll tie up the owner and steal his bombs in true pirate fashion. Learn the password you need to enter the pirate ship by eavesdropping on the pirates.

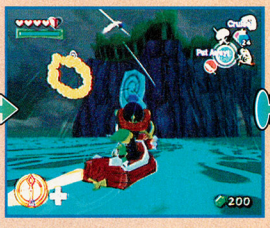
Give the secret password to Niko on the pirate ship. Your old swabbie companion will be overjoyed to see you and will challenge you to a second rope test. After you pass the test, Niko will give you some bombs, which you'll use to reach Jabun.

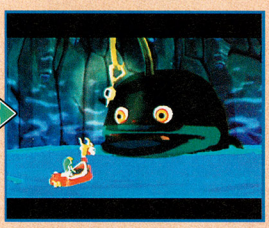
# Return to Outset Island

After Ganondorf's evil destroyed Jabun's home, the water spirit took refuge in a secluded sea cavern on the back of Outset Island. Sail to Outset Island with your new bombs to seek an audience with Jabun the water spirit. The evil grows stronger—typhoons, vicious enemies and an unsettling storm will follow you the entire way.







Sail around the back of Outset Island until you see a large whirlpool and a blue slab in the rock-face. As the whirlpool carries you around, use your bombs to shoot the wall until it crumbles to reveal the cavern entrance. Sail inside and talk to Jabun to receive Nayru's Pearl.

## Grandma's Elixir Soup

You can catch a fairy in several places, but the Great Fairy Fountain on Outset Island is the closest. Climb up to the broken suspension bridge and glide across with the Deku Leaf.

Go through the Forest of Fairies until you see a large boulder that blocks the Great Fairy Fountain. Use a bomb to destroy the boulder and open the entrance to the fountain.

Enter the Great Fairy Fountain to meet one of the Great Fairies. The Great Fairy will give you the 1,000-Rupee bag, and you can catch a fairy to put in a bottle to cure your grandma.

When you visit your grandma on Outset Island, you'll find that she's become ill and depressed during your absence. Cure your grandma with a fairy's magic—she'll give you two helpings of her special Elixir Soup. The Elixir Soup is packed with grandma's love—it completely replenishes your health and magic, and it doubles your attack power until you're struck.

# TOWER OF THE GODS

The true test of your courage is almost at hand. Take the three pearls to their corresponding shrine islands and place them in the hands of the statues—the *King of Red Lions* is kind enough to mark each of the islands on your Sea Chart for easier navigation. When you've placed all three pearls, Din, Farore and Nayru will appear and form a summoning triangle across the Great Sea. From within the triangle arises your next destination—the Tower of the Gods.

# ENTER THE MATRIX™

## NP TAKES THE RED PILL AND HACKS INTO *THE MATRIX*.

## WELCOME TO THE REEL WORLD

On a Tuesday night in February, DJ Paul Oakenfold's turntables erupted with Queen's "We Will Rock You" overlapping Eminem's "Lose Yourself" in a cavernous sound stage on the Warner Bros. lot in Burbank, California. Mingling movie stars, members of the press and Marilyn Manson bopped to the beat under green and white beams of light as they celebrated the unveiling of Atari's ambitious movie-inspired game Enter the Matrix. The musical combination of Queen, Eminem and Manson seems strange, but it's strangely fitting for the genre-blending franchise on which the game is based. *The Matrix* is a sci-fi gumbo of martial arts, Eastern philosophy and *Alice in Wonderland* references. The long-awaited game, due out for the Nintendo GameCube on May 15th (the same day *The Matrix Reloaded* is set to be released to theatres), is a stylized hybrid, too—fighting, flying, driving and computer-hacking all in one game.

Warner Bros. and Atari pulled out all the stops on Warner Bros. Sound Stage 19 to introduce movie-game hybrid Enter the Matrix.

Marilyn Manson, who appears on the *Matrix* soundtrack, and Will Smith were among the music and movie stars in attendance.

Joel Silver, producer of the *Lethal Weapon*, *Die Hard* and *Matrix* films (among others), introduced the game story by showing an animated short (part of the nine-film *Animatrix* series). The short, entitled "The Final Flight of the Osiris" tells of an event that takes place immediately before the game begins. At the end of the nine-minute CG film, which is now showing before *Dreamcatcher* in theaters, a character leaves a package in a mailbox inside the computer-generated world of the Matrix. Players begin Enter the Matrix by searching for that package and the story progresses from there, running parallel to the story of *The Matrix Reloaded*, but not always covering the same territory. The two feature film sequels (*The Matrix Revolutions* is due in November), the shorts and the game all play a part in creators Andy and Larry Wachowski's vision of *The Matrix*. Says Silver, "The Wachowski brothers really wanted to tell the story in multiple media. They felt that a movie wasn't big enough." Fans of the franchise will soon find out exactly how big it all is, as 2003 shapes up to be the year of *The Matrix*.

*Matrix* stars Laurence Fishburne, Carrie-Anne Moss and Keanu Reeves played the game. Fishburne called the experience "groovy."

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# WHAT IS ENTER THE MATRIX?

Most games aren't introduced at a lavish Hollywood party months before their release, but Enter the Matrix is more Hollywood-inspired than most games. The Wachowskis have been involved in every step of the game's development. Before Dave Perry—founder and president of the game's development team, Shiny Entertainment—first met with Silver and the Wachowskis in early 2001, he was going to ask the brothers to create a short film to introduce the game. The Wachowskis had a bigger idea. They presented Perry with plans for an hour of exclusive movie footage and a game plot that weaves in and out of the first sequel. "My jaw was on the floor," says Perry. "I could not believe that they were going to go through with this. And they have delivered everything they promised."

The game centers on the crew of the hovercraft *Logos*. Players select either pilot Niobe, played by Jada Pinkett Smith, or weapons specialist Ghost, played by Australian actor Anthony Wong, and stay with that character over the course of the game. Ship operator Sparks (Lachy Hulme) offers advice to the playable characters as they explore the Matrix and battle an army of foes who threaten real-world human sanctuary Zion. The story is told over seven "beats" (acts) that take place at the same time as the events of *The Matrix Reloaded*. The movie's main characters—Neo (Keanu Reeves), Morpheus (Laurence Fishburne) and Trinity (Carrie-Anne Moss)—are in the game, but they appear only as noninteractive characters.

Niobe is the best pilot in the fleet, and she can hold her own in a one-on-one battle with an Agent—one of the most formidable foes in the Matrix.

Atari's Enter the Matrix will arrive in mid-May. Since the game is still in development, the screen shots in this preview are preliminary.

The filmmakers describe Ghost as a Zen Buddhist Apache assassin. A man of few words, he lets his fists and feet do the talking.

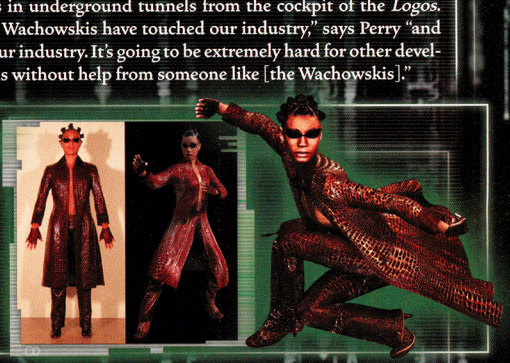
Players who select Niobe will drive a vintage vehicle through the streets of the Matrix. Players who select Ghost will fire weapons from the passenger seat.

# FREE YOUR MIND

The Wachowskis directed the game developers to incorporate an unprecedented amount of new film footage and film-related assets (motion-capture data and models made from 25,000 on-set photographs). They also insisted on mixing several game play styles. "[Generally] you make an exploration game or you make a driving game," says Perry. "[The Wachowskis] basically wanted everything in one game." The Wachowskis' vision was to have players fight foes with fists and weapons in one section, then hop into a car and race through crowded streets, then return to the real world and blast sentinels in underground tunnels from the cockpit of the *Logos*. "This is the first time the Wachowskis have touched our industry," says Perry "and they've already changed our industry. It's going to be extremely hard for other developers to compete with this without help from someone like [the Wachowskis]."

# MOVIE MOVES

Jada Pinkett Smith met the Wachowskis when they approached her husband, Will Smith, about working on the original *Matrix* film. "From the first time I met them, I knew where their heads were. I knew exactly what they were looking for," says Pinkett Smith. "When they created the Niobe character, I was clear. Anything the Wachowskis say they're going to do, they're going to take it to the next level. So, I'm going to be down with that, period."



# I KNOW KUNG FU

Exploration and fighting sequences are at the heart of Enter the Matrix, comprising more than half of the action. When the player's character comes within close proximity of an enemy, the character locks on to the enemy and the camera adjusts to show the optimal view of the action. Perry says that it has been a development priority to create game play that attracts both gaming novices and fighting-game experts. "We want people who can't play video games to be able to pick up the Controller and press the buttons and feel really good. We've been working really hard on that. On the other hand, we don't want them to feel that it's just a button-masher, so we've been working even harder to make sure that someone who is a good gamer can pull off much cooler moves. The coolest moves are really quite tough. There are over 2,000 moves on the current build and we'll probably put another 1,000 into it before we ship. We never stop having conversations about the moves and the way you control them."

The game's thousands of fighting moves account for much of its eight megabytes of compressed animation data.

Hand-to-hand battles take place inside the Matrix, where a capable fighter can bend the rules of physics.

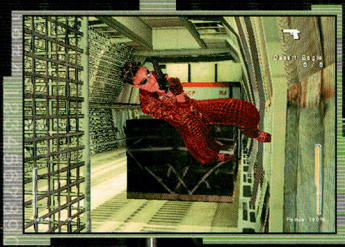
The goal of the developers is to have both novices and experts enjoy the accessibility and subtlety of the fighting engine.

# STOP TRYING TO HIT ME AND HIT ME

A *Matrix* game would not fulfill the premise of the Matrix world without the "Bullet Time" special effects that made the first film a must-see. When the characters are on foot, a Focus meter appears on the screen. As long as the meter is not depleted, the player can trigger a mode that shows the action in a slow-motion blur and allows the player-controlled character to pull off one amazing move after the next—running on walls, ripping weapons out of enemies' hands and fighting multiple foes at once. Much of the game play strategy and *Matrix*-style excitement will come from Focus moves. Anthony Wong knows that his character's abilities are fully realized when he pulls off astounding fighting maneuvers. "Ghost is military tough," says Wong. "It's great to see him doing Yuen Wo Ping-style *Crouching Tiger, Hidden Dragon* choreography."

Gravity-defying moves help the characters use three dimensions to avoid attacks and keep enemies guessing.

Focus moves are shown in stylized slow motion. The fighting focus gives the characters a stronger ability to pull off powerful moves.

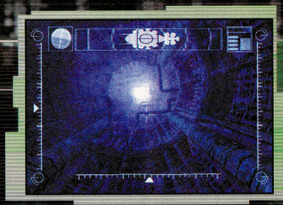


Working as creative directors, the Wachowskis had their hands in every aspect of the game, including camera angle choices.

# DODGE THIS

One of the biggest challenges that the Wachowskis gave the developers was to offer branching paths in the game. In addition to the similar but different ways in which the two playable characters participate in the story, there are game sections that players could miss based on their decisions and performance in the game. Explains Perry, "There's a scene where you get to fight Trinity in the game. We fully motion-captured her [for the scene] and it's very possible, if you're not doing the right stuff, you won't even know that [the scene] exists." Even though Perry says that adding optional scenes "makes you want to pull your hair out," he knows that players will enjoy the feeling of openness that the scenes give to the game. "Of course, you're going to see pictures of them on the Net and you'll hear your friends talking about them. They definitely add to the replay value."

A navigation arrow points players in the direction of game objectives. Some objectives are optional—that appear only when certain conditions are met.



The game play experience differs, depending on which character the player chooses. Niobe controls the *Logos* while Ghost operates its guns.

# THERE IS NO SPOON

Since the world of the Matrix is one big computer program, where perceptions of reality are bent, the developers thought it natural to include a computer-hacking aspect that allows players to communicate with the game characters through a computer interface. "The hacking part is something that I've really been pushing . . . and that is to have an old-school text adventure built into the game. I think some people are just going to love it. You don't have to do any of the hacking to play the game, but if you get good at it, you'll actually be able to hack weapons into locations in the game or you'll be able to download fight styles into your character. My goal is to try to give you that experience of when Trinity goes 'Knock knock' on Neo's screen (near the beginning of the first movie)"—access into the Matrix itself.

The game includes more than two dozen weapons, but hand-to-hand combat takes precedence over gunplay. Weapons suppress the enemies, but combat moves do most of the damage.

If players master the computer-hacking aspect of the game, they will be able to give their characters powerful weapons.

# WHOA

Enter the Matrix is unquestionably one of the most ambitious game projects ever developed. That fact became evident to Perry in a recent focus group with game players. "We asked them to tell us everything they could possibly want in a *Matrix* game. They came up with this huge laundry list . . . and we have absolutely everything on the list in this game. The thing that I thought was fascinating was that no one suggested that you would have the story written by the directors or that you would have new movie footage shot, because they know not to ask for that." The hands-on involvement of the *Matrix* creators is what Perry believes will make the game truly great. "We think that there are a lot of *Matrix* fans who will buy game systems because they've heard what the Wachowskis have done. Some of the footage in the game is quite controversial and interesting. It's going to cause discussion. It will go beyond 'Oh, that will be kind of neat' to 'I have to see that!'"

Enter the Matrix is just around the corner. The ambitious adventure goes beyond the scope of the upcoming movie sequel.

# FUNDAMENTALS

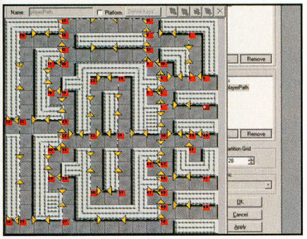
CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

# Program Progress

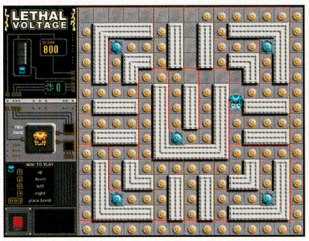
## Maze Game

### Programming Paths

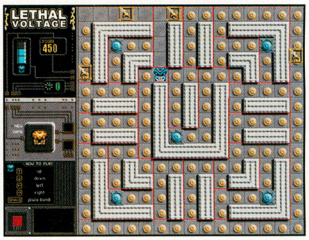
With a nod to Pac-Man, the latest Project FUN Game Factory project—Lethal Voltage—is a fast-paced maze-negotiating game that challenges the player to pick up food pellets while avoiding contact with enemy sprites. The project introduces the AI-controlling concept of pathfinding, which is a way to tell computer-controlled sprites which paths they should take through the maze. You will create a path state machine which establishes Stations (places where the sprite must choose its path) and Edges (direction choices that branch from every Station). The pathfinding concept is an important one that will surface in more Game Factory projects to come.



**PATHFINDING ILLUSTRATED**
You'll create one path state machine for the player-controlled sprite and another one for computer-controlled sprites.




**BEGINNER**
After you complete the Beginner sessions, you'll have a pellet-filled maze and a player-controlled sprite, but no enemies.




**ADVANCED**
When you move on to the Advanced sessions, you'll add enemies and make them search for the player-controlled sprite.

### Beginner Sessions

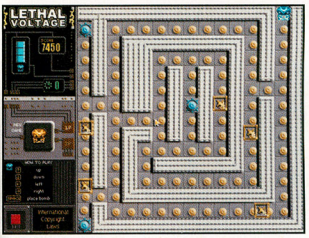
As you progress through the first set of sessions, you'll add the first-level maze, the player-controlled sprite, food pellets and bomb pellets. You'll create the player-Path path state machine, which sets up paths that the player-controlled sprite can follow through the maze. You'll create conditions that make the player-controlled sprite gobble up food and bombs. Finally, you'll establish the functionality of bombs—items that cause enemy-stunning explosions.

### Advanced Sessions

In the Advanced sessions you'll add the the main game play elements—enemies that search for the player-controlled sprite and turn temporarily powerless when they suffer bomb blasts. You'll also add a "game over" condition that trips when the player-controlled sprite and an enemy collide.

### Expert Sessions

The Expert sessions put the finishing touches on your game. As you follow them, you'll add more levels, a two-player mode and sound effects.




**EXPERT**
Once you're done with the Expert sessions, you'll have a loaded game with additional levels for the most accomplished players.

### FUN Facts

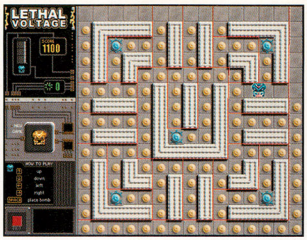
www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

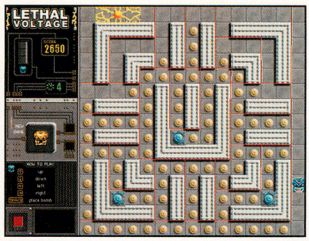
# Bells & Whistles

## Higher Voltage

Although the game will be far from complete after you finish the Beginner sessions, it will be fun to move the sprite through the maze and consume pellets. Our bells and whistles build on the Beginner sessions and add features for the player-controlled sprite. One feature makes the sprite stop on command. Another one adds speed to the sprite. The last addition changes the detonation condition for the sprite's bombs.




**HALT**
The first Bells & Whistles tip gives the player the ability to stop the sprite at any time.




**EXPLODE**
The last addition gives the player more control over when bombs detonate.

## Stop Action

Once you add enemies into the mix, you'll discover that timing is a key factor in avoiding collisions. At times, it is beneficial for the player to be able to stop the sprite's movement and stall for a moment while the enemies choose their paths. Our first Bells & Whistles addition adds the sprite-stopping functionality to the S key. When the player presses and holds the key, the sprite will stop moving. When the player releases the key, the sprite's movement will continue.

### Modify the MoveFN Function

There are two ways to make a sprite stop. You can either set its speed to zero or sets its X and Y vector directions to zero. Setting the speed is usually a better bet because it's easier to restore speed than to restore vector directions. Since the Lethal Voltage project uses a path state machine to control sprite movement, though, it's actually easier to set the vector directions. As soon as the player releases the S key, the state machine will automatically restore the vector directions to their previous settings. Open the MoveFN function and add the following code to the top:

```
//Stop the player-controlled sprite with the S key
if (pKeyboard->IsPressed(DIK_S))
    This->VectorDirection(0,0);
```

Save, compile and run the game. When you press S, your sprite will stop in its tracks.

## Pick Up Speed

The object of the game is for the player's sprite to pick up all of the pellets before the enemies can catch up to it. Our second addition will give the player the opportunity to make the sprite move faster and collect pellets more quickly. You'll add a new power-up that contributes to expendable boost energy, and you'll allow the player to use the energy by pressing the F key. The energy will deplete only when the player-controlled sprite is moving at an accelerated speed. If the sprite is stopped at a wall, the energy will not deplete, even if the player is pressing the F key.

### Step 1—Add and Initialize a Variable

The first step in implementing the boost feature is to add a variable that represents the player's boost energy reserves. The variable is a floating point number that shows how many seconds of boost energy remain. Add a global variable with the following properties:

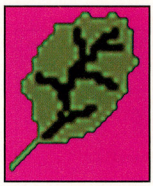
```
Name: boostEnergy
Type: float
```

You'll initialize the variable at the beginning of the game. Right-click the OnePlayerMode node on the project tree and select the Properties option. Then enter the following code under the OnStart tab:

```
boostEnergy = 0; //Initialize boost energy
```

### Step 2—Create a Pickup

Exercise your artistic ability by creating a new item that represents boost energy. Since it must have the same basic dimensions of Food.bmp, a good way to create the new art would be to start with a copy of Food.bmp, then alter it and name it FastFood.bmp.



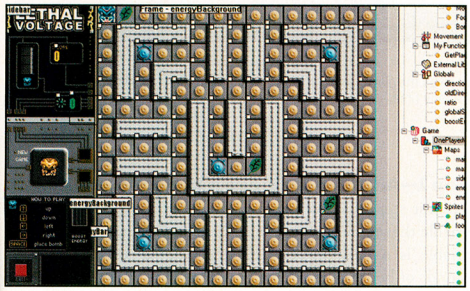
Create a new BMP file called FastFood.bmp. Since the pickup represents power-giving food, our example looks like a spinach leaf.

### Step 3—Add an Animation Set

The new FastFood.bmp file belongs in its own animation set. Add a new animation set under the FOOD actor and call it FAST. Add the new file as the animation set's only frame and set the transparency color to purple, unless the FUN Editor has already set the transparency color for you.

## Step 4—Place the Pickups

The next step is to place new pickups on the playing field. Right-click the OnePlayerMode node on the project tree and select the Preview option to bring up a view of the playing field that shows the food pellets. When you identify a pellet that you would like to turn into an energy-boost item, double-click its handle (the small white box in one corner of the sprite) to make its Properties window pop up. Click on the Animation tab and set its Initial Animation to FAST. After you press the OK or Apply button, the sprite's appearance will change. Close the preview window after you have all of the new pickups where you want them.




Open a Preview picture of the level and change the initial animation for the sprites that you want to turn into energy-boosting pickups.

## Step 5—Add Item Collection Code

The FoodFN function manages the collection of power-up items. Add the following code between the blocks of code that check the conditions for collecting normal food and special food:

```
// Boost food condition
else if(This->Animation() == FOOD_FAST) {

    //playing the sound
    SoundPTR sound("specialFoodSound");
    sound->Play();

    // Give the player maximum boost energy
    boostEnergy = 10;
}
```

```
        // increasing the score if this is a normal
        t->Value += 50;
    }
    // Boost food condition
    else if (This->Animation() == FOOD_FAST) {

        //playing the sound
        SoundPTR sound("specialFoodSound");
        sound->Play();

        // Give the player maximum boost energy
        boostEnergy = 10;
    }
    else{
        //playing the sound
        SoundPTR sound("specialFoodSound");
        sound->Play();
```

Place the new code after the normal Food condition and before the special Food condition.

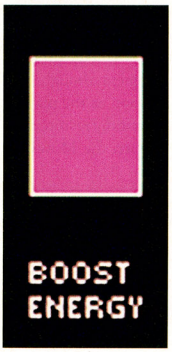
## Step 6—Add Speed-Control Code

The player-controlled sprite should speed up when the player presses the F key, as long as the value of boostEnergy is greater than zero. Open the MoveFN function and add the following code under the code that you added to the function while implementing the Stop Action Bells & Whistles feature:

```
// If the player's sprite is moving
if(!pKeyboard->IsPressed(DIK_S) && (This->SpeedX() !=0
    || This->SpeedY() !=0)) {
        /* If the player wants the sprite to move faster and boost
        energy remains, set the speed high and reduce boost energy */
        if (pKeyboard->IsPressed(DIK_F) && boostEnergy>0) {
                This->Speed(1.5 * ratio); //Set the speed high
                boostEnergy -= 0.016667; //Reduce boost energy
        }
        // Otherwise set the speed low
        else
                This->Speed(ratio);
        }
```

## Step 7—Create the Energy Bar

You'll need a graphic representation of the player's energy reserves— an energy bar that shrinks as the reserves deplete. Create a BMP file with a black rectangle that is 38-by-92 pixels with 24-by-30 pixel window six pixels from the left edge and 17 pixels from the top. Insert the words "Boost Energy" below the window. Save the file as energyBackground.bmp and place it in the Maps folder.




The window inside energyBackground.bmp should have a purple background color.

Next you'll create the energy bar itself. The bar will be displayed behind the window and it will drop as energy is depleted. Create a 24-by-30 pixel green rectangle and save it as energyBar.bmp. Place the file in the Maps folder.

The portion of the energyBar.bmp file that is visible at any given time will represent the amount of boost energy in reserve.

### Step 8—Add the Energy Bar

Once you have the new BMP files in the Maps folder, you can add the energy bar to the project. Add a map with the following properties under the Maps node:

```
Map Name: energyBackground
File Name: (find energyBackground.bmp in its folder)
zOrder: 4
World Position X: 112  Y: 327
Transparency: Checked
Transparency Color: (purple)
```

Add another Map with the following properties:

```
Map Name: energyBar
File Name: (find energyBar.bmp in its folder)
zOrder: 3
World Position X: 119  Y: 375
Transparency: Unchecked
```

### Step 9—Modify the MoveFN Function

You'll need code to change the position of the energyBar map as the energy reserves increase and decrease. Open the MoveFN function and add the following after the code that sets the player-controlled sprite's speed:

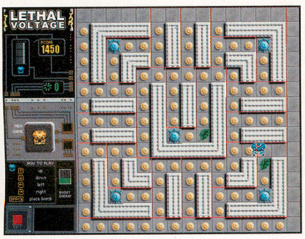
```
int height; // The current height of the energy bar in pixels

/* If the boost energy is greater than zero, calculate the height
of the bar. Otherwise, set the height to zero */
if(boostEnergy >0) {
    height = floor((boostEnergy - 0.001) * 3) + 1;
}
else
    height = 0;

/* Position the top of the bar to a number of pixels equal
to the value of the height variable above the base */
MapPTR bar ("energyBar");
bar->WorldPositionY(375 - height);
```

### Step 10—Save, Compile and Run

Your changes will result in a cool new feature for your game. Collect one of the energy-giving pickups, then press and hold the F key. Your sprite will gain speed and the energy meter will shrink as the sprite's energy reserves deplete.




The results of your programming work are a speedy sprite and a meter that displays its boost energy.

## Explosive Addition

The original design for the game calls for bombs that detonate a set number of seconds after the player drops them. You can add more strategy to the game and allow the player to create traps for the enemies by altering bomb control. Our addition will make bombs detonate only when the player presses the D key.

### Step 1—Modify an Animation Set

The BOMB actor's PLACED animation is a four-frame set that runs once before the bomb detonates in the game's original implementation. You'll want the animation to loop instead. Open the PLACED animation set, highlight the first frame and press the Connect To button. The change will make the animation set return to the first frame after the last frame is shown.

### Step 2—Modify the Detonation Condition

The next step is to change the reason that bombs detonate. Open the BombSM state machine. You'll see 13 states that connect with the Planted state. Open the edge that points from the Planted state to the Explosion1 state and replace its Conditions code with:

```
return pKeyboard->IsTriggered(DIK_D)
    && This->CollisionWithMap(1);
```

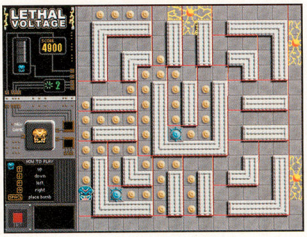
The code ends with a number (in parentheses) that matches the number of the explosion state. One at a time, open the edges that point from the Planted state to the other explosion states, and replace the last line in the Conditions code in each edge with the same basic code that you placed in the first edge, only alter the number to match the number of the connected explosion state.

### Step 3—Modify the masterBomb Sprite

The bomb-detonation change will allow the player to detonate several bombs at once, making it possible for two or more blasts to intersect. You should make sure that the bombs don't check collision with the blasts of other bombs. Open the masterBomb sprite, click on the Collision tab and uncheck the Check Same Display List box.

### Step 4—Save, Compile and Run

Your modifications will give the player direct control over bomb detonation. When you run the game, collect some bombs, place them, then press the D key. All bombs will detonate at once for an explosive effect.




Your bomb-detonation change will give the player the ability to set several bombs and detonate them all at once.

# CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

MINORITY REPORT
ALTERNATE HEROES—PAGE 76

No one can play you for an April fool when you have codes that give you every upgrade in the The The Two Towers and others that unlock every course and golfer in Tiger Woods PGA Tour 2003.

BALDUR'S GATE: DARK ALLIANCE GCN
BLOOD OMEN 2 GCN
BUTT-UGLY MARTIANS: B.K.M. BATTLES GCN
DEAD TO RIGHTS GCN
DIE HARD: VENDETTA GCN
DISNEY SPORTS SKATEBOARDING GBA
DR. MUTO GCN
FROGGER'S ADVENTURE 2: THE LOST WAND GBA
THE LORD OF THE RINGS: THE TWO TOWERS GCN
MINORITY REPORT GCN
NBA 2K3 GCN
OUTLAW GOLF GCN
SONIC MEGA COLLECTION GCN
*STAR WARS* BOUNTY HUNTER GCN
*STAR WARS*: THE CLONE WARS GCN
TIGER WOODS PGA TOUR 2003 GCN
TONY HAWK'S PRO SKATER 4 GCN
TUROK: EVOLUTION GCN
URBAN YETI! GBA

## *STAR WARS* BOUNTY HUNTER — GCN

### BOUNTIFUL BONUSES — CODES

**UNLOCK LEVELS, CONCEPT ART, CARDS, COMIC BOOK PAGES AND MORE.**

Jango Fett's big adventure is jam-packed with bonus materials that you can unlock if you're a good player or a good cheater. If you don't want to collect every secondary bounty, find secrets or finish levels, you can skip to the goodies by using codes. Enter the Option menu and select the Code Setup entry. Then enter any of the codes listed on this page to unlock bonus materials and missions.

#### TRADING CARD GAME CARDS

There are 23 secrets scattered throughout the game's levels. For every secret that you collect, you'll unlock a card from the *Star Wars* Trading Card Game series which you can access from the Wizards of the Coast TCG Cards entry in the Bonus Items menu. If you want to unlock all of the cards at once, enter GO FISH as a code.

Collect a set of cards in an instant with a card-game code.

| CODE | RESULT |
|---|---|
| GO FISH | UNLOCK ALL TCG CARDS |

#### CONCEPT ART

For every 3,000 credits that you earn for collecting secondary bounties, you'll earn a piece of concept art, accessible from the Bonus Items menu. There are 110 concept art pieces. By entering R ARTISTS ROCK (spaces between the words) as a code, you can unlock the whole portfolio at once.

| CODE | RESULT |
|---|---|
| R ARTISTS ROCK | UNLOCK ALL CONCEPT ART |

#### COMPLETE CHAPTERS AND MISSIONS

Some codes register the completion of an entire chapter. Others register the completion of a single mission. After you enter a code that completes a given chapter or mission, you'll be able to select any mission that leads up to that point. You'll also get credit for the secondary bounties and secrets that you would have collected along the way. By entering a code to complete the last mission, you will unlock all of the Bonus Items as well. Note that there are spaces between some codes' words, and not between others.

| CODE | RESULT |
|---|---|
| SEEHOWTHEYRUN | COMPLETE CHAPTER 1 |
| CITYPLANET | COMPLETE CHAPTER 2 |
| LOCKDOWN | COMPLETE CHAPTER 3 |
| DUGSOPLENTY | COMPLETE CHAPTER 4 |
| BANTHAPOODOO | COMPLETE CHAPTER 5 |
| MANDALORIANWAY | COMPLETE CHAPTER 6 |
| BEAST PIT | COMPLETE MISSION 1 |
| GIMMEMYJETPACK | COMPLETE MISSION 2 |
| CONVEYORAMA | COMPLETE MISSION 3 |
| BIGCITYNIGHTS | COMPLETE MISSION 4 |
| IEATNERFMEAT | COMPLETE MISSION 5 |
| VOTE4TRELL | COMPLETE MISSION 6 |
| LOCKUP | COMPLETE MISSION 7 |
| WHAT A RIOT | COMPLETE MISSION 8 |
| SHAFTED | COMPLETE MISSION 9 |
| BIGMOSQUITOS | COMPLETE MISSION 10 |
| ONEDEADDUG | COMPLETE MISSION 11 |
| WISHIHADMYSHIP | COMPLETE MISSION 12 |
| MOSGAMOS | COMPLETE MISSION 13 |
| TUSKENS R US | COMPLETE MISSION 14 |
| BIG BAD DRAGON | COMPLETE MISSION 15 |
| MONTROSSISBAD | COMPLETE MISSION 16 |
| VOSAISBADDER | COMPLETE MISSION 17 |
| JANGOISBADDEST | COMPLETE MISSION 18 |

## THE LORD OF THE RINGS: THE TWO TOWERS — GCN

### INSTANT UPGRADES — CODES

EARN UPGRADES WITHOUT EFFORT. RESTORE HEALTH AND AMMO, TOO.

Several codes become available after you complete the secret mission with the secret character, but there are other codes that are available immediately after the prologue. Press Start to pause the action, then press and hold L and R and enter any of the codes listed below. A sound effect confirms correct code entry. The codes that give you all upgrades for a given experience level reset after the current mission.

| CODE | RESULT |
|---|---|
| X, RIGHT, X, RIGHT | OPEN LEVEL 2 UPGRADES |
| Y, UP, Y, UP | OPEN LEVEL 4 UPGRADES |
| B, LEFT, B, LEFT | OPEN LEVEL 6 UPGRADES |
| A, A, DOWN, DOWN | OPEN LEVEL 8 UPGRADES |
| A, DOWN, DOWN, DOWN | EARN UPGRADE POINTS |
| Y, DOWN, A, UP | REGAIN HEALTH |
| A, DOWN, Y, UP | REGAIN AMMUNITION |

The upgrade-unlocking codes give you a flurry of moves.

Use health and ammo codes to keep fighting late into a mission.

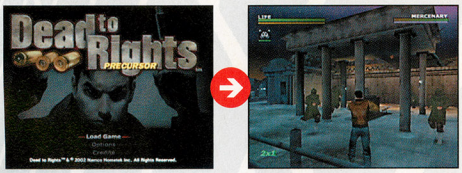
## DEAD TO RIGHTS — GCN

### THE RIGHTS STUFF — CODES

ADD A NEW LEVEL OF CHALLENGE BY TRIGGERING HARD BOILED MODE AND ERASING THE TARGETING CROSSHAIRS.

If your adventure in Grant City isn't hard enough already, you can crank the challenge up a notch with a couple of codes. Press the Start Button at the title screen to switch to the main menu, then enter either of the codes listed below. A message will confirm correct code entry. The Hard Boiled mode code automatically adds a new level of difficulty. The Precursor mode code takes away the crosshairs. It doesn't have an effect on automatic targeting, but it does make manual targeting more difficult.

| CODE | RESULT |
|---|---|
| HOLD L AND R, PRESS Y, B, LEFT, LEFT, X | ENABLE HARD BOILED MODE |
| HOLD L AND R, PRESS UP, UP, DOWN, DOWN, UP | ENABLE PRECURSOR MODE |




Although Precursor mode does away with the targeting crosshairs, automatic aim still centers your shot on the closest enemy.

## DIE HARD: VENDETTA — GCN

### HARD-CODED HEROICS — CODES

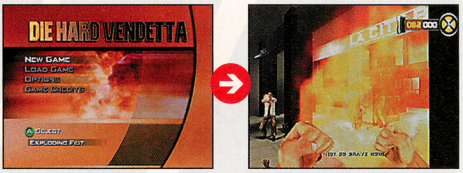
SET OFF A SERIES OF GAME PLAY AND GRAPHIC FEATURES.

John McClane is back for more action in Die Hard: Vendetta. You can give him a fighting chance and add some special effects with several cool codes. In our Volume 165 CI: Special Report on the game, we revealed Level Select and Unlimited Hero Time codes. The codes listed below add new features. Enter them at the title screen—a code description on the screen will follow correct code entry.

### GAME PLAY CODES

A quartet of codes gives you a fighting advantage. The Exploding Fist code enables you to make targets explode by punching them. The Hot Hands code ignites targets that you punch. The Kamikaze code detonates targets that you hit with gunfire.

| CODE | SCREEN DESCRIPTION |
|---|---|
| L, R, L, R, L, R, L, R | INVULNERABLE |
| B, X, R, R | EXPLODING FIST |
| X, B, Y, L, L | HOT HANDS |
| L, R, Z, Y, B | KAMIKAZE |




Who needs firearms when you have exploding fists? Everything you touch will blow up after you enter a power-granting code.

### GRAPHIC CODES

The Flame On code adds a flame texture to humans. The Liquid Metal code gives them a metallic quality. You can make their heads grow and shrink with the Big Heads and Pin Heads codes.

| CODE | SCREEN DESCRIPTION |
|---|---|
| B, X, Y, B, X, Y | FLAME ON |
| B, Y, X, B, Y, X | LIQUID METAL |
| R, R, L, R | BIG HEADS |
| L, L, R, L | PIN HEADS |

## *STAR WARS*: THE CLONE WARS — GCN

### QUICK CAMPAIGN — CODE

SKIP TO THE CLONE WARS FINAL WITH A MISSION UNLOCK.

The ultimate single-player code for the game that goes beyond *Episode II* allows you to choose any mission from the beginning of the campaign. Select Bonuses from the Options menu, then choose Codes and enter GASMASK to unlock all the Campaign missions. Enter the campaign and choose your battle.

| CODE | RESULT |
|---|---|
| GASMASK | UNLOCK ALL CAMPAIGN MISSIONS |

# CODE COLLECTION

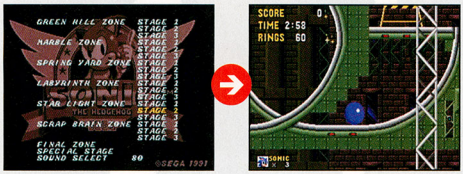
**THE GCN COLLECTION OF SONIC CLASSICS IS LOADED WITH SECRETS. YOU CAN UNRAVEL SOME OF THEM WITH CODES AND SAVE FILES.**

With help from a handful of codes, you can make Sega's speedy hedgehog switch to hyper-drive and zip through the levels of several classics in the Sonic Mega Collection. You can also unlock two of the collection's hidden games by using Memory Cards that have files from other Sega games. We'll cover the codes one game at a time.

## SONIC THE HEDGEHOG

You can skip to any stage in Sonic's first adventure in a flash. At the title screen press Up, Down, Left and Right on the Control Stick. A ring-collection sound will confirm successful code entry. Press and hold the B Button, then press Start. A list of every stage in the game will appear. Use the Control Stick to highlight a stage, then press Start to hop into the game.

| CODE | RESULT |
|---|---|
| PRESS UP, DOWN, LEFT, RIGHT. HOLD B, PRESS START. | LEVEL SELECT |

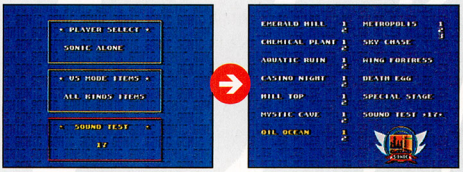



Enter the quick Control Stick code on the title screen, then hold B and press Start to bring up a list of every stage.

## SONIC THE HEDGEHOG 2

The stage-select procedure for Sonic's second adventure is slightly more complex than the one for the first game. Enter the Options menu, then play the following selections in the Sound Test, in order: 19, 65, 09, 17. You'll hear the ring-collection sound as soon as you play the last selection. Press Start to go back to the title screen. Then press and hold B and press Start. A list of the game's stages will appear. Choose a stage and start playing.

| CODE | RESULT |
|---|---|
| SELECT 19, 65, 09, 17 IN THE SOUND TEST. RETURN TO THE TITLE. HOLD B, PRESS START. | LEVEL SELECT |




After a quick listen to four of the games tunes and sound effects, return to the title screen, press and hold B and press Start.

## LEVEL SELECTS/GAME UNLOCKS

## SONIC 3D BLAST

Have a blast with Sonic in 3-D with a stage-select code for the hedgehog's 1996 breakthrough game. At the title screen, press A, B, Right, B, X, Up, Down and B. When the main menu appears, press Start. You'll skip to the level-select screen, where you will be able to choose any stage and any act in the game.

| CODE | RESULT |
|---|---|
| A, B, RIGHT, B, X, UP, DOWN, B | LEVEL SELECT |

After you enter the code at the title screen, press the Start Button at the main menu to enter the level-select screen.

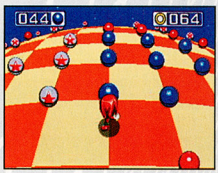
## SONIC SPINBALL

Sonic will bounce to your choice of pinball stages in Sonic Spinball after you enter a code in the Options menu. Press B, Down, A, Down, X, Down, B, A, Up, B, X, Up, A, X, Up. A fanfare will confirm correct code entry. Press Start to return to the title screen, then either hold B and press Start to enter the Lava Powerhouse stage, hold A and press Start to enter the Machine stage or hold X and press Start to enter the Showdown stage.

| CODE | RESULT |
|---|---|
| B, DOWN, A, DOWN, X, DOWN, B, A, UP, B, X, UP, A, X, UP. | LEVEL SELECT |

## GAME UNLOCKS

There are five hidden games in the Sonic Mega Collection. If you have a Memory Card and two other Sega games for your Nintendo GameCube, you can unlock two of the hidden games quickly and easily. If you insert a Memory Card that has a saved file from Phantasy Star Online: Episode I & II then go to the Games list in Sonic Mega Collection, you'll unlock the Blue Sphere puzzle game. If your Memory Card has a Sonic Adventure 2: Battle file, you'll unlock side-scroller Flicky, one game in the collection that does not feature Sonic.




A Phantasy Star Online save file allows you to play Blue Sphere.

A Sonic Adventure 2: Battle save file gives you access to Flicky.

## DR. MUTO — GCN

### MUTO MOJO — CODES

TAKE A MAD SCIENTIST TOUR OF THE WORLDS AT LIGHT SPEED.

Put the zany antics of Dr. Muto on turbo speed by inputting a mad lab full of cheat codes. Select Options from the main menu, then choose Cheats, and enter any of the codes listed below. As soon as you put the last letter into place, a message will appear, describing the effects of your actions. You can watch the movies that you've unlocked by selecting Play the Movies from the main menu. The super ending is labeled "Ending 2" on the movie list. The other cheats take effect during game play, allowing you to go anywhere and turn into anything. Happy morphing.

| CHEAT | SCREEN DESCRIPTION |
|---|---|
| BEAMMEUP | GO ANYWHERE |
| BUZZOFF | SUPER ENDING UNLOCKED |
| CHEATERBOY | NEVER TAKE DAMAGE |
| EUREKA | UNLOCK EVERY MORPH |
| HOTTICKET | SEE THE MOVIES |
| LOGGLOGG | SECRET MORPHS |
| TINKERTOY | UNLOCK EVERY GADGET |

The BEAMMEUP cheat allows you to select any stage after you restore power to the computer.

The HOTTICKET code gives you the chance to watch Dr. Muto's adventures without playing.

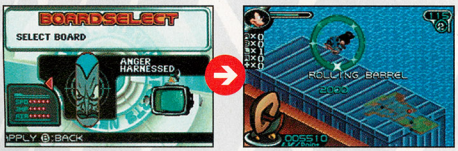
## DISNEY SPORTS SKATEBOARDING — GBA

### SPEED AND FURY — CODE

START YOUR GAME WITH AN ANGRY STAT-ENHANCING SKATEBOARD.

The GBA version of Mickey Mouse's THPS-style roller usually offers a choice of two similar boards at the beginning of the game, each with minimal speed, jump and air stats. By entering a code at the title screen, you can unlock a third board option. Press Up, Up, Down, Down, Left, Left, Left, Right, B, A, then start the game. After you select the game mode and character, you'll be able to choose from three boards. The third, Anger Harnessed, will give you a significant boost in all stat categories.

| CODE | RESULT |
|---|---|
| UP, UP, DOWN, DOWN, LEFT, LEFT, LEFT, RIGHT, B, A | UNLOCK A NEW BOARD |




Enter the code when you see the Press Start message. After you hear a sound that confirms correct code entry, start the game and select the advanced skateboard—Anger Harnessed.

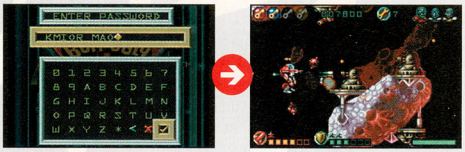
## BUTT-UGLY MARTIANS: B.K.M. BATTLES — GBA

### MILLIONS OF MARTIANS — CODE

EARN INFINITE MARTIAN LIVES WITH A PASSWORD.

After you enter a special password, your mission to save the earth won't end until you're victorious. At the main menu, choose to resume a game and enter KMIORMAO as your password. The password will register, but the game won't immediately begin. Enter another password to skip to an advanced stage or start a new game. When your suit overloads, you will be able to continue the adventure with your choice of the three martians without losing a life.

| PASSWORD | RESULT |
|---|---|
| KMIORMAO | INFINITE LIVES |




The infinite lives password ensures that the game won't dock you a life after a suit overload.

## FROGGER'S ADVENTURE 2: THE LOST WAND — GBA

### LEAPING LEVELS — CODE

JUMP TO A HIGHER REALM IN ONE EASY LEAP WITH THE KONAMI CODE.

The code that has been attached to several Konami releases over the years strikes again. At the Frogger's Adventure 2 title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. You'll hear a confirmation sound effect following correct code entry. Press the Start Button to go to the main menu, then press the R Button to skip to a screen that introduces an advanced level: Magician's Realm.

| CODE | RESULT |
|---|---|
| UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A | UNLOCK MAGICIAN'S REALM |

## NBA 2K3 — GCN

### TRASH TALK — CODE

REDEFINE "GARBAGE TIME" WITH A CODE THAT LITTERS THE COURT.

Normally, the only garbage in the NBA 2K3 street game is the occasional layup that bounces off the rim. You can put actual trash on the court by entering a code. Enter the Game Play menu from the Options menu, press and hold Right on the Control Stick and Left on the Control Pad and press the Start Button. You'll hear a muted sound effect. Press B to back out to the Options menu and see a new Codes option. Select the codes interface, then enter SPRINGER (all caps) as your code. A message will confirm that you have unlocked the Trash Time feature. Start any street game to see that the court is littered with garbage.

| CODE | RESULT |
|---|---|
| SPRINGER | UNLOCK TRASH IN STREET GAMES |

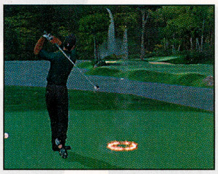
## TIGER WOODS PGA TOUR 2003 — GCN

### ▼ UNLOCK EVERYTHING — CODES

**OPEN ALL OF THE GAME'S LOCKED COURSES AND GOLFERS.**

The top tour star's latest golfing sim is loaded with courses, modes and golfers. It also includes a ton of cheats, most of which unlock bonus golfers. You'll find the Cheat Codes entry in the Options menu. After you enter any of the codes listed below, you'll hear a voice exclaiming "Oh, yeah!" The 14COURSES code unlocks all of the courses for single-round play (including Tiger's Dream 18), all of the Skill Zones and all tournaments (including the Grand Slam on Tiger's Dream 18). The ALLTW3 code unlocks all golfers (except Josey "Superstar" Scott) and the other codes unlock individual golfers (including Scott).

| CODE | RESULT |
|---|---|
| 14COURSES | UNLOCK ALL COURSES AND TOURNAMENTS |
| ALLTW3 | UNLOCK ALL GOLFERS |
| SUPERSTAR | UNLOCK JOSEY "SUPERSTAR" SCOTT |
| SUNDAY | UNLOCK SUPER TIGER WOODS |
| IAM#1 | UNLOCK CEDRIC "ACE" ANDREWS |
| ORANGES | UNLOCK STUART APPLEBY |
| NOTABLY | UNLOCK NOTAH BEGAY III |
| CALCULATE | UNLOCK MARK CALCAVECCHIA |
| SINK | UNLOCK STEWART CINK |
| GODFATHER | UNLOCK DOMINIC "THE DON" DONATELLO |
| XON | UNLOCK BRAD FAXON |
| THESWING | UNLOCK JIM FURYK |
| BANDPANTS | UNLOCK CHARLES HOWELL III |
| JUSTINTIME | UNLOCK JUSTIN LEONARD |
| SOLITARY1 | UNLOCK SOLITA LOPEZ |
| MCRUFF | UNLOCK HAMISH "MULLIGAN" MCGREGOR |
| 2TON | UNLOCK TAKEHARU "TSUNAMI" MOTO |
| COWGIRL | UNLOCK KELLIE NEWMAN |
| TB | UNLOCK MARK O'MEARA |
| VJSING | UNLOCK VIJAY SINGH |
| SS | UNLOCK STEVE STRICKER |
| VALENTINE | UNLOCK VAL "SUNSHINE" SUMMERS |
| YOYOYO | UNLOCK MELVIN "YOSH" TANIGAWA |
| TYNO | UNLOCK TY TRYON |



Skip straight to the championship round with the 14COURSES code.

Josey "Superstar" Scott has maxed-out stats. "Oh, yeah!"

### ▼ IT'S IN THE GAME

**EARN CASH FOR STATS BY PLAYING OTHER EA SPORTS GAMES.**

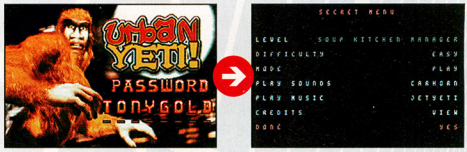
Normally, you begin the game with $1,500 to spend on golfer stats or on Tiger Challenge side bets. If your Memory Card has saved files from other EA Sports titles, you'll get an extra $1,000 per title. As soon as you start the game, a message will tell you that you have earned a reward. You can accept the extra cash or turn it down.

## URBAN YETI! — GBA

### ▼ THE GOLDEN CHEAT — CODE

**UNLOCK A SECRET MENU AND STAGE SELECT.**

You can create havoc instantly in any level of Urban Yeti! by using the game's hidden stage-select feature. Enter the password interface by selecting Continue, then enter the name of the game's executive producer, Tony Gold, with no space between the first and last names—TONYGOLD. The Secret Menu will appear, offering you a level-select option and difficulty options, sound tests and two other features. Use the A and B Buttons with the Control Pad to cycle through the menu and select its options.




Enter TONYGOLD as your password to jump into the Secret menu and customize your Urban Yeti! experience.

## OUTLAW GOLF — GCN

### ▼ HAVE IT ALL — CODE

**UNLOCK ALL GOLFERS AND TOUR EVENTS.**

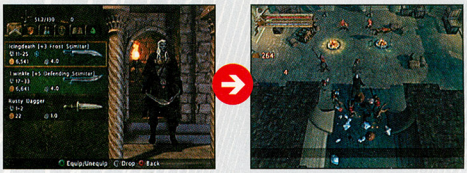
The golf game gone wild allows you to unlock all of the golfers, caddies and tour events when you create or load a file with the name Golf__Gone__Wild. When you start playing, you'll see that all 10 golfer-caddy pairs are available and every tour event in the game's four courses is unlocked. Get out there and break some clubs!

## BALDUR'S GATE: DARK ALLIANCE — GCN

### ▼ ADVENTURE OPTIONS — CODES

**UNLOCK DARK ELF DRIZZT AND A LEVEL WARP.**

You can wield two swords as one of the most popular characters in the Forgotten Realms—Drizzt. At the beginning of the game, you have a choice between an archer, a fighter and a sorceress. Press and hold the L and R Buttons then press A. Keep holding down the L and R buttons until Drizzt appears as the player-controlled character in the opening cinema scene. You can also skip to any level or make your character invincible. During game play, press and hold L, R, Left and Y. Then press Start to make the options pop up.



Drizzt is a powerful character with a lot of style. You'll make good use of his twin blades.

## TONY HAWK'S PRO SKATER 4 — GCN

### ▼ CHEAT LIKE A PRO — CODES

**ACTIVATE CHEATS THAT WILL PUT YOUR SCORES INTO THE STRATOSPHERE.**

Tony Hawk is a great skater, but you can out-hawk the Hawk with a handful of showboating cheats. At the main menu, select Options, then choose the Cheat Codes entry. Enter any (or all) of the cheats listed below, noting that the "o" in the "golden" cheat is a zero. A cash register sound effect indicates correct code entry. After you enter the code(s), start a skating session. Once the action commences, press Start to pause the game, select Options from the Paused menu, then choose Cheats. A list of unlocked cheats will pop up. The cheats default in the "off" position. Highlight any cheat and press the A Button to activate it. When you return to the action, you'll have extra abilities that will help you put up monster scores.

| CODE | CHEAT | RESULT |
|---|---|---|
| G0LDEN | ALWAYS SPECIAL | PERFORM PERPETUAL SPECIALS |
| BELIKEGEOFF | PERFECT RAIL | PULL OFF PERFECT GRINDS |
| 2WHEELIN | PERFECT MANUAL | PERFORM PERFECT MANUALS |
| GIANTSTEPS | MOON GRAVITY | GET MAJOR AIR ON ALL OLLIES |
| MRANDERSEN | MATRIX MODE | GO SLO-MO DURING AIR TRICKS |

Matrix mode slows down jumping and turning motions, but runs the rest of your moves at regular speed. You'll have plenty of hang time during which you can perform a long line of complex tricks.

## TUROK: EVOLUTION — GCN

### ▼ IT'S A JUNGLE OUT THERE — CODES

**UNLOCK FEATURES, A DEMO AND A SECRET LEVEL.**

In Volume 163, we revealed Turok: Evolution cheat codes that gave you all weapons and unlimited ammo, plus codes to make you invisible and invincible. We've discovered three more cheats, including a single code that unlocks all previous cheats.

| CHEAT | EFFECT |
|---|---|
| FMNFB | UNLOCK ALL CHEATS AND BIG HEADS |
| HUNTER | TRIGGER A GAME DEMO |
| ZOO | TRANSPORT TUROK TO A ZOO |

The ZOO cheat puts you among animals, but no enemies.

The FMNFB cheat gives the enemies huge heads.

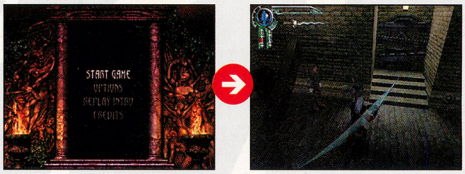
## BLOOD OMEN 2 — GCN

### ▼ READY FROM THE START — CODE

**BEGIN YOUR ADVENTURE WITH IRON ARMOR AND THE SOUL REAVER.**

Vampire Kain is a walking weapon with sharp teeth, claws and thick skin—powerful and eager to feed. You can make Kain even more ready for battle with a main menu code. On the screen that gives you the option to start a new game or load a saved game, press Z, R, L, B, X then Y. After correct code entry, you'll hear Kain's voice shouting a phrase that sounds like "Go cheese!" When you begin the adventure, you'll see that Kain has red-and-black Iron Armor and the Soul Reaver sword.

| CODE | RESULT |
|---|---|
| Z, R, L, B, X, Y | START WITH ARMOR AND A SWORD |




Enter the code, listen to the vampire express his interest in pasteurized dairy products, then rip into the game with a weapon and protection.

## ROCKET POWER: BEACH BANDITS — GCN

### ▼ ROCKET POWER POP QUIZ — LEVEL UNLOCK

**UNLOCK LEVELS BY SHOWING YOUR ROCKET POWER TRIVIA KNOWLEDGE.**

'Zine mode offers a variety of activities that range from boardwalk games to mazes. At the beginning of the game, the only unlocked activity is the Madtown Free Skate. You can unlock more activities by accomplishing tasks in Story mode or by answering Rocket Power trivia questions. You'll find the quiz by selecting the Cheats entry in the Options menu. The questions and their correct answers are listed below. After you answer all questions, you'll have a full slate of minigames to choose from.

| QUESTION | ANSWER |
|---|---|
| WHAT IS SAM'S NICKNAME? | SQUID |
| WHO RUNS MADTOWN? | CONROY |
| WHO IS RAY ROCKET'S BEST FRIEND? | TITO MAKANI |
| WHAT IS TWISTER'S REAL NAME? | MAURICE |
| WHERE DO THE ROCKET POWER KIDS LIVE? | OCEAN SHORES |
| WHO IS REGGIE'S YOUNGER BROTHER? | OTTO |
| WHAT IS EDDIE'S CORRECT TITLE? | PRINCE OF THE NETHERWORLD |

For every trivia question you answer correctly, you'll unlock a new area. Each area features several 'Zine minigames.

# EVERYBODY CHEATS

**UNLOCK LEVELS, WEAPONS, ALTERNATE CHARACTERS AND MORE.**

Your mission to clear John Anderton's name is packed with action and cheat codes. Select Special from the main menu, then choose Cheats. The Cheats menu gives you the option to view currently active cheats or enter cheat codes. After you've entered a code, view the active cheat list for a cheat description. Some of the codes listed below add to your game play options. Others unlock movies and extras.

## LEVEL UNLOCKS

The main mission takes place over 40 levels. There are also five pain arenas that you can enter for additional fighting fury. After you've used cheats to unlock areas, you can select levels or pain arenas from the Special menu.

| CHEAT | LEVEL UNLOCK |
|---|---|
| PASSKEY | UNLOCK ALL LEVELS |
| MAXIMUMHURT | UNLOCK ALL PAIN ARENAS |

Select any level with the Level Warp after you enter PASSKEY.

Sample ultra-challenging battles in the pain arenas.

## ALTERNATE HEROES

You can take on the guise of any of 10 alternate characters. After you unlock a character, select Alternate Heroes from the Special menu, choose and accept a character. Your character will have a new look, but eye scans will still recognize you as John Anderton.

| CHEAT | HERO UNLOCKED |
|---|---|
| SCARYCLOWN | CLOWN JOHN |
| SUPERJOHN | SUPER JOHN |
| GNRLINFANTRY | G.I. JOHN |
| JAILBREAK | CONVICT JOHN |
| MRROBOTO | ROBOT JOHN |
| IAMSODEAD | ZOMBIE JOHN |
| HISSSS | LIZARD JOHN |
| WEIGHTGAIN | AGENT KEN NARA |
| BIGLIPS | NIKKI JAMESON |
| HAIRLOSS | AGENT BEN MOSELY |

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733



## COMBAT UNLOCK

You'll know all the right moves after you enter the NINJA code. Start the game and select Combat Maneuvers from the Game Paused menu. Every move will be open and ready to use.

| CHEAT | LEVEL UNLOCK |
|---|---|
| NINJA | UNLOCK ALL COMBAT MANEUVERS |

## IN-GAME OPTIONS

You can turn several options on and off during game play. Pause the action, select Options from the menu, then select Cheats to access a list of features that you can activate or deactivate. You'll change the active status of a cheat every time you select it. The DONOTSEL cheat brings up an option that has no purpose. The BOUNZMEN cheat activates the "Bouncy Men" option, which makes defeated enemies hover around your character until they disappear. The SPINACH cheat makes your punches and kicks extra powerful. The STYLIN cheat makes your character kick into slow motion after hand-to-hand victories.

| CHEAT | OPTION |
|---|---|
| BUTTERUP | RESTORE HEALTH |
| LRGARMS | BECOME INVINCIBLE |
| DONOTSEL | DO NOT SELECT |
| BOUNZMEN | FALLEN FOES WILL GRAVITATE TO YOU |
| MRJUAREZ | GAIN INFINITE AMMUNITION |
| STRAPPED | EARN ALL WEAPONS |
| SPINACH | INCREASE STRENGTH |
| STYLIN | ACTIVATE SLO-MO AFTER VICTORIES |
| CLUTZ | DEFEATED ENEMIES FLY INTO OBJECTS |
| STEELUP | RESTORE HEALTH AND ARMOR |
| QUITER | SKIP TO THE NEXT LEVEL |
| CLUMSY | FALL DOWN WHEN YOU CROUCH |
| WIMP | JUMP TO THE END OF THE LEVEL |
| FPSSTYLE | ACTIVATE MANUAL AIMING |
| SLUGGER | ADD A BASEBALL BAT TO YOUR ARSENAL |

The FPSSTYLE cheat deactivates automatic aiming.

The SLUGGER cheat gives you an alternative to firearms and fists.

## EXTRA UNLOCKS

Movies and concept art are available from the Special menu. After you unlock them with codes, you'll have a lot of art to view.

| CHEAT | EXTRAS |
|---|---|
| DIRECTOR | UNLOCK ALL MOVIES |
| SKETCHPAD | UNLOCK CONCEPT ART |

FREESTYLE METAL X
PlayStation 2
FREESTYLE METAL X
XBOX
FREESTYLE METAL X
GAMECUBE
FREESTYLE METAL X
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RIDE IT HARD, FAST, AND WHEREVER YOU WANT, WITH ALL THE INTENSITY AND INSANITY OF THE MOST HARDCORE FREESTYLE MOTOCROSS PROS. HUGE OPEN ENVIRONMENTS. UNLIMITED SICK STUNTS. INSTANT GRATIFICATION. WORD.
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.
CONTENT RATED BY ESRB
PlayStation 2
NINTENDO GAMECUBE
XBOX
MIDWAY SPORTS Asylum

# Rayman® 3
## HOODLUM HAVOC

**Everyone's favorite (and only) limbless hero is back in Ubi Soft's zany new adventure for the GCN. This time Rayman has a few new tricks up his . . . glove.**

## Rayman Returns!

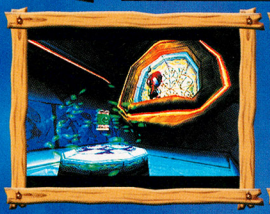
©2003 Ubi Soft Entertainment

Rayman has come a long way since his debut in 1995. The punchy protagonist's newest adventure is packed with enough dazzling new features to sate even the most avid Rayman fan's appetite—from multiplayer options to GBA connectivity, to a collection of cimematics and minigames. With its new focus on voice acting, featuring stars such as David Gasman (Rayman), John Leguizamo (Globox), Billy West (Murfy) and Ken Starcevic (André), the world of Rayman 3 springs to life.

## The Superpowers

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief, Violence

Some Hoodlums carry mysterious cans of washing powder that transform their clothing into combat fatigues. When a Hoodlum is carrying a can of washing powder, a $ symbol will appear above its head. If Rayman defeats a Hoodlum that possesses one of the special cans, he can use the Lazer Washing Powder inside to gain Superpowers. Rayman can use each Superpower to interact with the world around him and to defeat his Hoodlum foes.



### Vortex

Use the Vortex Superpower to make your foes' heads spin and to lower the twisting mushroom platform.

### Heavy Metal Fist

Rayman can smash through wooden barriers with the Heavy Metal Fist—it also a packs a mighty punch.

### LockJaw

The LockJaw is a weapon that doubles as a grappling hook. Snap on to enemies and press B to zap them.

### Shock Rocket

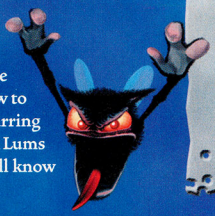
Send missiles flying at hard-to-reach switches and foes with the Shock Rocket. They'll never see it coming!

### Throttle Copter

Rayman can briefly take to the skies with the Throttle Copter to reach lofty treasures and drop onto foes.

# Unlock More Fun

Rayman 3 has an innovative point-rewards system. At certain point milestones, you will unlock minigames in the Arcade area and lessons in the Extra area. You can access both fun features from the Rayman 3 main menu. The Arcade minigames range from one-player to four-player, and some offer connectivity with Rayman 3 for the GBA. The Extra lessons are comical "How to Beat Rayman" instructional videos starring none other than André, Lord of the Dark Lums himself. After watching the lessons, you'll know why André always loses!



| Points | Arcade | Extra |
|---|---|---|
| 1,000 | Racket Jump | Lesson 134 |
| 9,000 | Crush | Lesson 219 |
| 20,000 | Mad Trax | Lesson 502 |
| 30,000 | Razoff Circus | Lesson 312 |
| 65,000 | Sentinel | Lesson 073 |
| 100,000 | Missile Command | Lesson 273 |
| 155,000 | Balloons | Lesson 321 |
| 235,000 | Special Invaders | Lesson 408 |
| 300,000 | Commando | Lesson 069 |
| 350,000 | Wheelis | Lesson 512 |

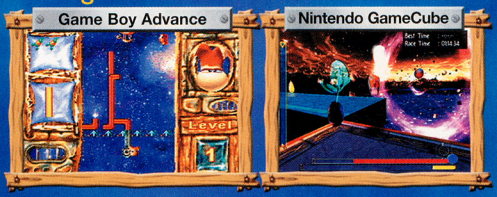
# Multiplayer and Connectivity

Rayman 3 for the GCN offers more multiplayer and connectivity options than there are Dark Lums around a plum juice keg. You can play Rayman 3 with a friend in single-player mode (each player must have a seperate console), or with four players in Versus mode. If you own Rayman 3 for both the GBA and the GCN, you can connect the two games and load 11 bonus game levels from the GCN to the GBA plus unlock secret bonus game levels in the GCN version if you've beaten the GBA version.

## Mad Trax

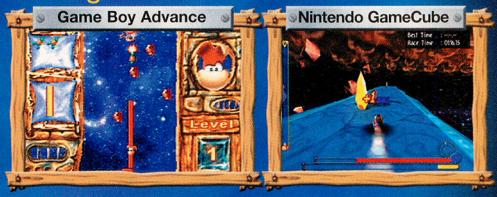
Mad Trax is the first unlockable minigame with GBA connectivity. (You don't need to have a Rayman 3 GBA Game Pak to play.) The player controlling the GBA plays a Tetris-style minigame to build a track for Rayman to race on. Simultaneously on the GCN, the player controlling Rayman races through the secret area in his Shoe Kart.

### Starting the Race




Connect a GBA or GBA SP to the GCN with a Nintendo GameCube Game Boy Advance Cable. (Make sure there is no Game Pak in the GBA!) Select Mad Trax from the Arcade menu in Rayman 3 for the GCN. The player controlling the GBA will build a track for the player on the GCN to use. Sometimes Rayman will need to jump from one track piece to the next.

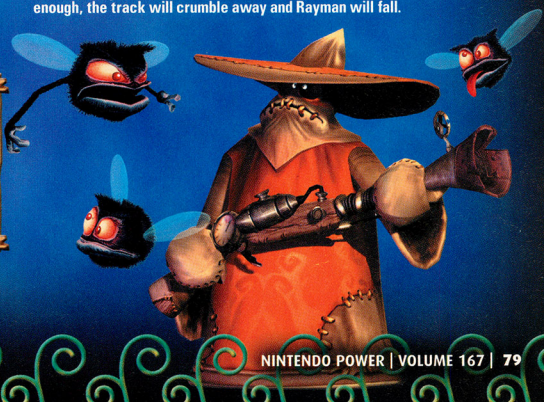
### Building a Better Racetrack




Rayman races through the secret area, collecting gold gems, which each add one second to the race timer. Globox (on the GBA) builds the track for Rayman and demolishes large boulders with missiles (press B on the GBA) to keep Rayman moving toward the finish. If Globox isn't fast enough, the track will crumble away and Rayman will fall.

### Demolish Obstacles

Rayman will need to look ahead while he's racing on his Shoe Kart, or he'll speed off into thin air. Each track piece Globox places from the GBA will connect to the track in real time on the GCN. If you see a gap in the GCN track, wait patiently for your friend on the GBA to build more.



# What's New In Rayman's World

What would a new Rayman game be without new secrets? You can reap a bounty of points by finding secrets and collecting them at the right times. Read on to find out how to be a point-collecting master.

## Search High and Low

Matuvu and Tribelles are mysterious creatures that you can find in nearly every area of Rayman's world. Matuvu are friendly chameleons that whistle and chirp when you are near them. Tribelles are shy lady butterflies that will flee if you startle them.

### Matuvu: Chirping Chameleons

Listen for the whistles and chirps the Matuvu emit when you're near. When you hear one, hold Y to look at your surroundings. The Matuvu often hide on ceilings and walls and in nooks. When you find one, a red circle will appear around it—press R to zoom in and score 250 points!

### Tribelles: Bashful Butterflies

Tribelles are incredibly timid and will quickly fly away if they hear someone approaching. When you see a Tribelle, move toward it very slowly to avoid giving the little lady a shock. You can walk slowly by gently pressing a direction on the Control Pad. Each Tribelle is worth 250 points.

## Collect Pick-ups to Score Big

Pick-ups are any items you can collect for points. The most common pick-ups in Rayman 3 are gems—there are gold, red and green gems. If you collect pick-ups when Rayman is in Superpower mode, you'll score double the points!

### Grab Gold Gems

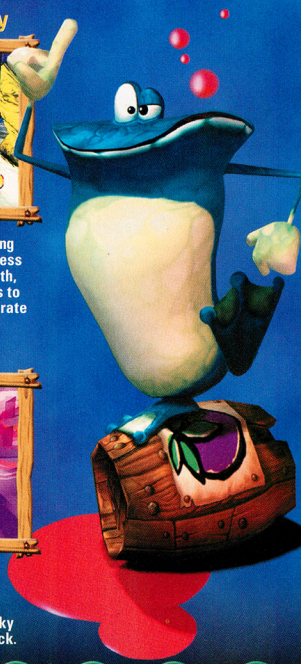
Gems are abundant in each area and are a great source of points. Gold gems are worth 10 points, red gems are worth 30 points and ultra-rare green gems are worth a whopping 1,500 points.

### Punch the PigPots

The Hoodlums use wooden PigPots to hide their gem and Red Lum stashes. Fortunately for you, they've carelessly left PigPots sitting around everywhere. Wind up a loaded fist and crack the oinkers.

### Red Lum Recovery

Magical Red Lums have a healing property essential to any limbless crusader. If Rayman loses health, look around for some Red Lums to heal him. Red Lums will regenerate after you use them.



### High-Score Strategy

Merely collecting points won't earn you top high scores—grab as many points in Combo mode as you can. Plan when you collect pick-ups to rack up the most points.

### Groovin' with the Funky-Board

Rayman travels from one land to the next via a disco-style interdimensional place on his Funky-Board. Race along the glowing tracks and collect pick-ups along the way. Press A to jump forward and the Control Stick to jump left or right to different tracks. If you fall, a wacky helicopter carrying Globox will grab you and place you back on the track.

# Big Time Bosses

The bosses in Rayman 3 are big, bizarre and always full of surprises. The key to defeating most Rayman 3 bosses is often hidden in a can of washing powder or displayed in a tip during the battle. Here's the low-down on the first three bosses.

## Hoodlum on Monster Stilts

A single Hoodlum awaits you at the end of Clearleaf Forest. No problem, right? This is no ordinary Hoodlum, though—this one is manipulating a pair of monster stilts. Avoid being squashed under the stilts and hit the operator with Shock Rocket missiles. After you defeat the single Hoodlum, take control of the monster stilts and squash the Hoodlum army that swarms into the area.

### Step on the Blue Lights & Grab the Shock Rocket

Each of the five outer pads will briefly glow with a blue light. When you see a blue-lit pad, step on it. You must activate three lit pads in a row to make the Shock Rocket appear on the center pad. The Hoodlum controlling the monster stilts will try to destroy the rocket. Grab the rocket quickly and use it to battle the beast.

### Hoodlum Stomp

Take control of the monster stilts and squash the Hoodlums that attack. Press A to stomp down.

## Bégoniax & the Cauldron NP

Rayman accidentally crashes into Bégoniax's outhouse when he enters The Bog of Murk. As if that weren't bad enough, the crazy witch is out to get Rayman. When you enter Bégoniax's hut, you'll find her brewing a foul elixir. Splash Bégoniax with her own elixir to turn her into a frog, then toss punches.

### Splash the Elixir

When Bégoniax splashes some of her foul elixir your way, leap up and punch at the sludge to send it flying back into the witch's face.

### Frog Punch

Bégoniax's elixir turns anyone who touches it into a frog, including herself! Chase down the froggy witch and pummel her.

## Trigger-Happy Razoff

Razoff fancies himself the best hunter in the world and he wants his next trophy to be Rayman! Chase Razoff around his manor, throwing punches at him when you can. Razoff will eventually confront you in a large room with pits in the floor. Keep knocking Razoff off his wrecking ball until you prevail.

### Duck and Cover

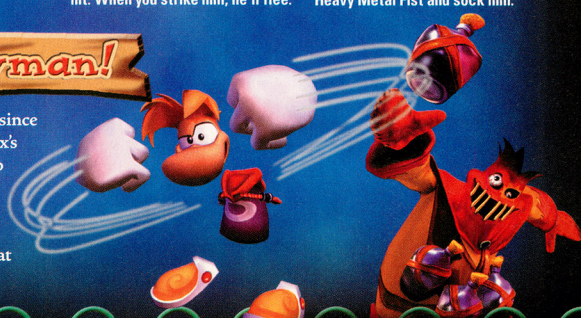
Razoff will occasionally corner you in a room. Duck behind trophies and furniture to avoid being hit. When you strike him, he'll flee.

### Iron Dodgeball

Your final battle with Razoff is in his manor's basement. Punch Razoff until he falls, then grab the Heavy Metal Fist and sock him.

# Round 'Em Up, Rayman!

The Dark Lums won't be letting up anytime soon, especially since André, the Dark Lum Lord, is imprisoned in poor Globox's belly. Who knows how much longer Globox will be able to chug barrels of plum juice to suppress André's angry fits! Rayman's next destination is the Land of the Livid Dead, where his search for a cure for Globox continues. The Teensies and the rest of the world are counting on you to defeat the Hoodlum menace. There's no time to waste!



# EPIC CENTER

**We've got so many awesome screen shots, we don't know what to do . . . except put them on display for NP readers! Check the following pages for sneak peeks of upcoming titles—including Final Fantasy: Crystal Chronicles, Shining Soul 2 and Advance Wars 2! (Note that some titles and release dates are still tentative.) We've also included a quick look at two new Medabots RPGs from Natsume.**

## EPIC GALLERY

### FINAL FANTASY: CRYSTAL CHRONICLES

**RELEASE DATE (JAPAN): SPRING 2003**

**GAME BOY ADVANCE**

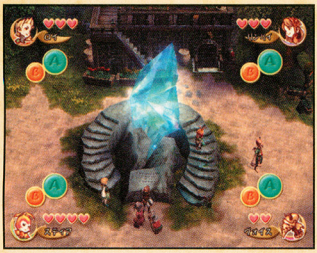
**NINTENDO GAMECUBE**

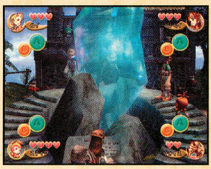
#### Linking the Systems

Final Fantasy: Crystal Chronicles has a deep multiplayer mode and GBA-GCN linking feature. You can use the GBA both in and out of combat to cast spells, communicate with party members and a variety of other things. You can even aim your spell at certain enemies or have it track them around the battlefield during a fight.

## The Fantasy Begins

Final Fantasy: Crystal Chronicles is one of year's the most anticipated titles for the Nintendo GameCube. The game, a slick combination of action and RPG elements, was developed by Game Designer's Studio (an offshoot of Square that was created in collaboration with Nintendo's Fund Q) and boasts amazing graphics and fantastic cinema scenes. The title is a Nintendo GameCube exclusive, and though a North American release date has not been announced, we've heard some very positive rumblings. Stay tuned!





## FINAL FANTASY TACTICS ADVANCE

**RELEASED IN JAPAN**

Final Fantasy Tactics Advance was released on the same day that the Game Boy Advance SP made its Japanese debut, and both items were hot sellers. FFTA, developed by Square, follows the story of a group of kids who use a special book to enter a fantasy world. Once in the world, the heroes must unite vast armies and strike against the forces of evil. The game play is similar to strategy titles such as Tactics Ogre: The Knight of Lodis. Characters can take on a number of jobs (such as a fighter, mage, archer or monk) and determine whether their character is good, neutral or evil. Choices that you make in the game have a direct impact on the story, and can even change the landscape itself. As with most of the games in this article, there is no confirmed North American release date—we may hear more about the title at this year's E3.

## FIRE EMBLEM: SWORD OF RAGE

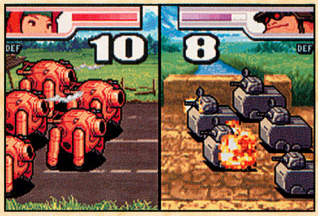
**RELEASE DATE (JAPAN): APRIL 25, 2003**

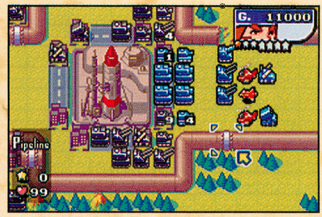
The first Fire Emblem game was released on the Super Famicom in 1990, and the series has only grown in popularity since—spawning a number of sequels and even a couple of anime adventures. The games are a combination of RPG and strategy, with a hefty dose of action thrown in for good measure. Japanese gamers already have one Fire Emblem title for the GBA, and now it looks like they'll have a second one—Fire Emblem: Sword of Rage—by the end of spring. Though North American gamers have been taunted by hints of an English Fire Emblem for a while now (remember Roy and Marth from Super Smash Bros. Melee?) there are currently no plans to release the games here.

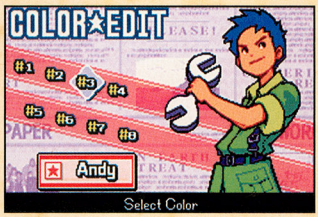
## ADVANCE WARS 2

**RELEASE DATE: SUMMER 2003**

Advance Wars was a strategy fan's dream come true, and the sequel promises to be the same. We've had a chance to get some hands-on time with the game, and we've found that it keeps the same mechanics, look and feel while upping the challenge factor. There are also new COs, new military units, an option to change the color of your character's outfit and, of course, dozens upon dozens of new maps and scenarios. The game will be released in North America sometime this summer.





## SHINING SOUL 2

**RELEASE DATE (JAPAN): SUMMER 2003**

The Shining series (including Shining in the Darkness, Shining the Holy Ark, the Shining Force games and the Shining Soul games) are some of the most popular RPGs ever. Spanning multiple systems and more than a decade, the games are a fantastic blend of story, graphics and one of the best combat systems ever designed. Though the series has had its ups and downs, the new title—Shining Soul 2 for the GBA—looks very promising. It's slated for a summer release in Japan. On a related note, there is still no North American release date for last year's Shining Soul I, though an English version was recently released in Europe. If you need to get your Shining Soul groove on, check out the Golden Sun series—the games have a number of similarities.

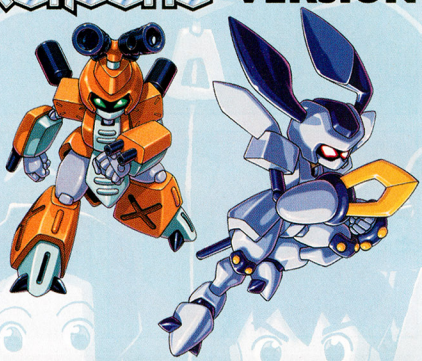
# EPIC PREVIEW

**Fresh off the success of the animated series, Medabots are returning to the GBA with a pair of RPGs—Medabots: Metabee Version and Medabots: Rokusho Version. The new games share common traits with collection and battling games like Pokémon, but have a style and charm all their own.**

MEDABOTS

METABEE VERSION

ROKUSHO VERSION



## MEDABOTS GO RPG

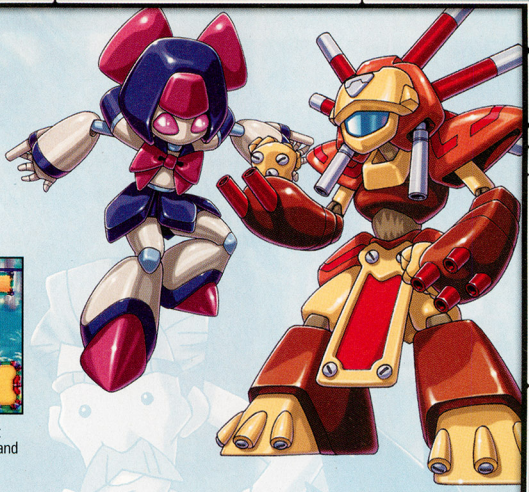
The new Medabots games are published by Natsume, the people who worked on Car Battler Joe and the Harvest Moon series. A pair of similarly titled Medabots games (Medabots AX: Metabee Version and Medabots AX: Rokusho Version) were released in July of 2002—but whereas those games were action titles, the new games have strong RPG elements. Both new games also have multiplayer options so you can battle with a friend.

## MEET THE MEDABOTS

A Medabot is a robot that consists of a frame to which you attach arms, legs and a head. Once you have all four pieces in place, you can control the bot by inserting a special medal in its chest—hence the name Medabot. By mixing and matching the plentiful supply of arms, legs and heads, you can create more than three million combinations! Once you have a working Medabot, you can enter it in a special tournament or just battle with your friends.

# FIGHTING FOR GLORY

The plots of Medabots: Rokusho Version and Medabots: Metabee Version are the same—a new fighter named Ikki must defeat long odds to become the World Champion Medafighter. There are also special medals and parts that appear only in one version or the other. Since you'll spend most of your time battling, we'll give you a brief overview of the combat system.



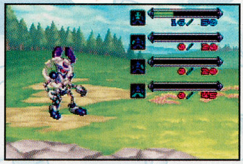
## Planned and Random Battles

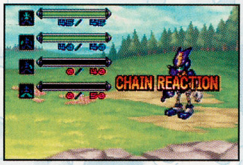
The games use a combination of random and planned battles—meaning that sometimes you'll be thrust into a fight and other times you'll talk to people and choose to brawl. In later levels, you'll earn the ability to run from fights.

## Pick a Team

You begin the game with a single Medabot, but eventually you'll be able to fight using multiple Medabots. Some Medabots are offensive specialists, while others focus on defense. You can affect stats and attacks by mixing and matching parts.

## Choosing the Attack






A Medabot can attack with either arm. Some can also attack with their head or legs. All Medabots also have the ability to learn special moves that cause tremendous amounts of damage.

## Fighting 101

Once you pick an attack, your Medabot will run from the edge of the screen to the middle. Each time it reaches the middle, it will attack. Obviously you want fast Medabots, which is where the legs come into play. Fast legs often have weak armor, however, so you'll have to strike a balance.

## The Experience of a Lifetime

When you win a fight, you will receive experience points and also take one of your opponent's Medabot parts. Experience points apply to the medal inside the Medabot, not to the robot itself, so it's possible to create new, powerful Medabots very quickly.

## MEDABOTS ARE META-RIFIC

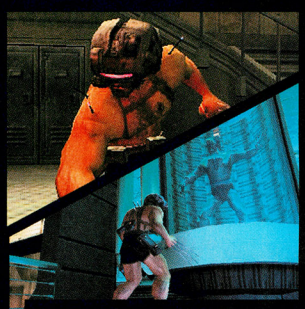
If you enjoy collection RPGs like Digimon and Pokémon and can appreciate a world filled with bizarre characters, then the new Medabots games will be right up your alley. If you decide to pick up the new games, check the titles before you buy! If it says AX before Metabee or Roshuko, it's the non-RPG version.

# WOLVERINE'S™ REVENGE

**THE X-MEN'S WOLVERINE FACES THE ULTIMATE CHALLENGE IN ACTIVISION'S SLASHING ACTION GAME FOR GCN. NP'S INSIDER PREVIEW CUTS STRAIGHT TO THE HEART.**

## THE X-FACTOR

Haunted by his dark past, hounded by Mutant Hunters everywhere he goes and driven like an animal to survive at any cost, Wolverine is the underdog hero who never turns tail from a fight or a challenge. The scrappy X-Men "everyman" has earned the respect of comic book readers for decades, and soon he will set out on an interactive adventure on the Nintendo GameCube. Working with Marvel Comics, writer Larry Hama, voice actors Mark Hamill and Patrick Stewart and a creative team of X-Men devotees at GenePool Software Development, Activision has created an uncannily good 3-D action game with hidden depth and lots of character. In X2: Wolverine's Revenge, you'll fight with Wolvie's Adamantium claws, track enemies with his heightened senses and recover from grievous wounds using his extraordinary healing powers. Professor Xavier will guide you through the adventure in cinema scenes that link the action stages. The plot is driven by the discovery that Wolverine is infected with the Shiva virus, which will do him in within 48 hours unless he finds the antidote. His search carries him through 24 stages filled with traps, enemies and battles with mutant foes like Magneto and Sabertooth. It's a true marvel of a game—with a ripping-good yarn—that no X-Men fan or action gamer can afford to miss.



X2: WOLVERINE'S REVENGE BEGINS IN THE WEAPON X FACILITY IN THE PAST--RIGHT AFTER SCIENTISTS GRAFTED ADAMANTINE TO WOLVERINE'S SKELETON. THE GAME SHARES SEVERAL THEMES WITH THE UPCOMING X2 MOVIE, BUT EACH HAS AN ORIGINAL STORY.

MARVEL®

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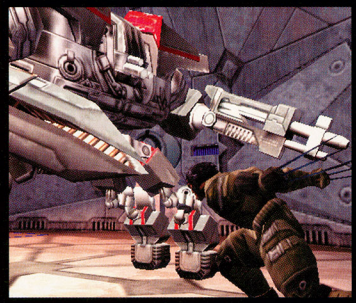
# ASTONISHING MUTANTS!

The mutants fall into two categories: those who believe that humans and mutants should live together in peace, and those who believe that mutants should rule the earth. In Wolvie's desperate quest, you'll encounter both. You'll receive aid from your X-Men pals and nothing but scorn and pain from the mutants who escape from The Void—a secret prison run by the Weapon X program.



YOU'LL PLAY AS WOLVERINE, BUT OTHER X-MEN CHARACTERS APPEAR IN THE GAME. COLOSSUS, BEAST AND ROGUE LEND A HAND, WHILE SABRETOOTH, MAGNETO, OMEGA RED AND LADY DEATHSTRIKE TRY TO END YOUR FUN. CAROL HINES AND DR. CORNELIUS OF THE WEAPON X PROGRAM ARE STILL CONDUCTING X-PERIMENTS ON MUTANTS.

## LARRY HAMA SPEAKS

*Larry Hama—one of the best known comic book writers in the business—wrote the story for X2: Wolverine's Revenge. NP's exclusive interview reveals Larry's insights regarding the development of one of the most intriguing fictional characters of popular American culture—the X-Men's Wolverine.*

*NP: Where does the game's story line stick closely to the part of Wolverine mythology that you created and where does it depart?*

*LH: I'm not that much of a continuity freak. I think comic book characters should constantly evolve and be reborn/recreated, or at least rethought with every generation. The characters must have validity for the current reader and baggage that is left over from another era should be discarded. In the case of Wolverine, very few of us who have chronicled his adventures have strayed from the basic core; the little tough guy with a big heart, an abiding sense of honor, and of course, a set of razor-sharp Adamantium claws. The game story delivers that in spades, as well as a few new glimpses of things that were only hinted at in the comics.*

*NP: You and other Wolverine writers have brought much of his hidden past to light—but not all of it. Will the game reveal anything new?*

*LH: Revealing "secrets" always made me uncomfortable. Besides, what's to prevent the next generation of creators from retconning all your revelations away, or at least tucking them into dark corners and never mentioning them again? Lord knows, I've been guilty of that myself. Events in a character's past do not interest me as much as aspects of their character. The real revelation about a person lies in how they handle a difficult situation. Do you remember what people thought of Rudy Giuliani before 9/11? The Wolverine in the game must make hard ethical choices that will affect the outcome. It is in the playing out of those choices that character is revealed.*

*NP: In taking on Wolvie's story in "Wolverine", you had to grapple with lots of continuity problems from other Wolverine-related comics such as Weapon X. What were the continuity challenges in working on a video game?*

*LH: The main problem was extrapolating what might be happening with the character in the two years it takes from the writing of the story until the time the game is on the shelves. Actually, the continuity restraints were mostly the story "wants" and "gotta-haves" of the die-hard Wolvie fans at Activision and GenePool. They knew the character and the history and had a clear idea of what they thought the end user wanted to see.*

*NP: What elements of Wolverine's character are hardest to bring out in video game writing?*

*LH: The empathy of the beaten-down tough guy for others even more downtrodden. I tried to keep in mind the last five minutes of Kurosawa's* Yojimbo *as a reference point. Sergio Leone lost it when he remade* Yojimbo *as* A Fistful of Dollars, *but he hit it square on the head with Charles Bronson in* Once Upon a Time in the West. *That's hard to bring out in ANY kind of writing.*

*NP: You've probably heard the SNIKT! sound of Wolverine's claws popping out a million times as you wrote comic book scenes. Does the game's SNIKT! live up to your expectations?*

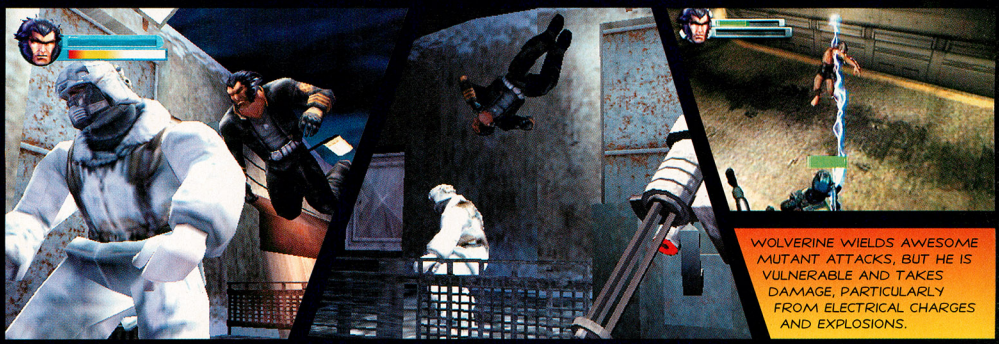
*LH: It's awesome. Metallic and organic at the same time. It sounds like it HURTS.*

*NP: Where would you like to see Wolvie's mythology go, whether in games, comics or movies?*

*LH: He's the tough working-class guy who cares. There aren't many of them around. Batman is a rich psychopath, Superman is so powerful and perfect that he's boring, Spider-Man is struggling with middle-class teenage angst, Daredevil is a lawyer for crying out loud, and who else is out there? James Bond? Charlie's Angels? Jackie Chan? Wherever Wolvie's mythos goes, the writers should never forget that he's a guy who rides a Harley and likes to kick back.*

# THE ULTIMATE X-MAN

Wolverine's mutant abilities include fantastic slashing attacks with his claws and stealthy strikes that eliminate foes silently and quickly. His enhanced senses allow you to track enemies that you can't see, to detect hidden traps so you can avoid them and to regenerate your health over time. Using your special abilities, you'll employ stealth—hugging walls, stalking foes and hunkering down in quiet corners to lick your wounds. Wolvie's fighting style incorporates claw attacks, spins, jumps, kicks, combos and strike moves—50 moves in all. The strike moves are particularly cool. By performing strikes successfully, you'll earn dogtags that raise your strike level. There are four levels of strike moves and four moves available at each level. When the Rage Meter (the top meter in the upper-left corner) fills up from taking damage, you'll perform even more powerful attacks for a limited time in Berserker Mode.



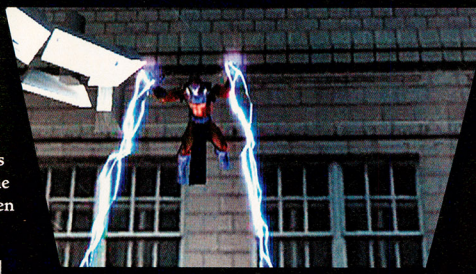
WOLVERINE WIELDS AWESOME MUTANT ATTACKS, BUT HE IS VULNERABLE AND TAKES DAMAGE, PARTICULARLY FROM ELECTRICAL CHARGES AND EXPLOSIONS.

IF YOU APPROACH ENEMIES FROM THE RIGHT ANGLE, YOU'LL OFTEN HAVE AN OPPORTUNITY TO HIT THEM WITH SPECIAL STRIKE MANEUVERS THAT ENSURE A QUICK END TO THE FIGHT.

WHEN YOU PRESS THE L BUTTON, THE SCENE TURNS YELLOW, SIGNALING YOUR ENTRY INTO STEALTH MODE. SCENT AND FOOTPRINT TRAILS APPEAR AS GHOSTLY GREEN MARKINGS. LAND MINES BECOME VISIBLE UNDERFOOT. WOLVERINE MOVES SLOWLY AND METICULOUSLY. YOU CAN'T JUMP IN STEALTH MODE, BUT YOU CAN SNEAK UP ON ENEMIES AND PERFORM STRIKE MOVES ON THEM TO EARN DOGTAGS.

# WOLVERINE'S WORLD

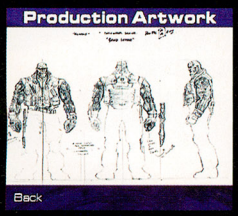
X2: Wolverine's Revenge begins at the Weapon X facility in 1968 as Wolvie attempts to escape from the lab where he was the unwilling victim of an experiment to fashion the ultimate warrior. From there, the action skips to the present and Wolvie's search for the Shiva virus's antidote. His search will take him back to the Weapon X facility, into The Void—a mutant prison where more experiments are underway—then to climactic clashes with Magneto and Lady Deathstrike.



ENEMIES ARE JUST ONE OF THE PROBLEMS FACING WOLVERINE. THE GAME ENVIRONMENTS CONTAIN HAZARDS JUST AS DANGEROUS AS THE FOES. IN SOME OF THE BOSS BATTLES, YOU'LL HAVE TO USE THE HAZARDS IN THE ENVIRONMENT TO HELP YOU DEFEAT THE VILLAIN.

# X-MEN X-TRAS

Activision and GenePool have hidden goodies throughout the game. If you explore the stages carefully, you'll find six X-Men comic books to unlock special bonus features, such as a wide range of Wolvie costumes. There are extra Dogtag challenges, special galleries and other goodies to explore.



IN THE BONUS MENU YOU CAN CHECK OUT ALL THE CINEMATIC SCENES AND SOUND TRACKS USED IN THE GAME, CONCEPT ART FROM THE GAME'S DEVELOPMENT AND WOLVERINE'S COOL BONUS COSTUMES, INCLUDING CLASSIC YELLOW AND BLUE, ORANGE AND TAN AND THE ALEX ROSS PROTOTYPE COSTUMES. IF YOU WANT SOME MORE ACTION, YOU CAN ENTER BONUS BOSS CHALLENGES, AS WELL. THE GAME CONTAINS THREE LEVELS OF DOGTAG CHALLENGES THAT PIT YOU IN REMATCH BATTLES AGAINST SOME OF THE WORST VILLAINS IN THE GAME.

# CRY WOLVIE

Wolverine's tortured past pales when compared to the torment in store for him beginning April 16th—the release date for X2: Wolverine's Revenge. The single-player game boasts excellent voice-acting, superior animation and surprising depth. Along with all the fighting, Wolvie must solve puzzles and explore his dangerous world. As the future's only hope, he has no option but to survive.

***Last year, NP held a Player's Poll Sweepstakes that didn't go so well. In an effort to set things right, we offered to give the winners another prize. Unfortunately, that had problems of its own, so then we decided to . . . well, just check out the NP bulletin board to see the results of . . .***

# PLAYER'S POLL SWEEPSTAKES GONE WRONG

## WIN 5,000 SUPER MARIO BROS. NES GAME PAKS!

04/01/02
Dear Nintendo Power,
My mom didn't understand why you had to drop the Game Paks on our heads. My physical therapist says we should be walking again soon, but our parents are really mad. Dad said that he's going to "sue your pants off" unless you give us a better prize. How about it?

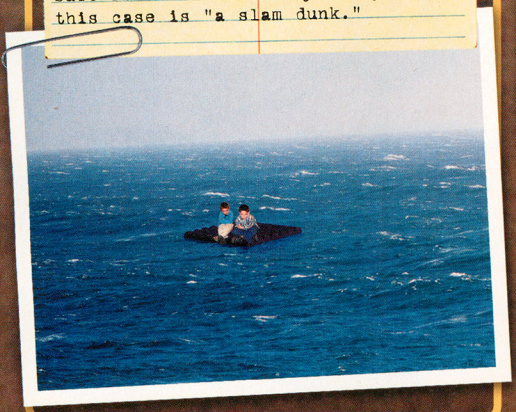
## SPEND A WEEK AT NINTENDO LANGUAGE CAMP!

07/12/02
Dear Nintendo Power,
This wasn't what we had in mind. Language camp was long and boring, and they gave us tons of homework every night. Now my brother is having nightmares where he has to give a speech in front of the school and the only thing he can say is "Buh-Kay!" Dad's hired a lawyer.

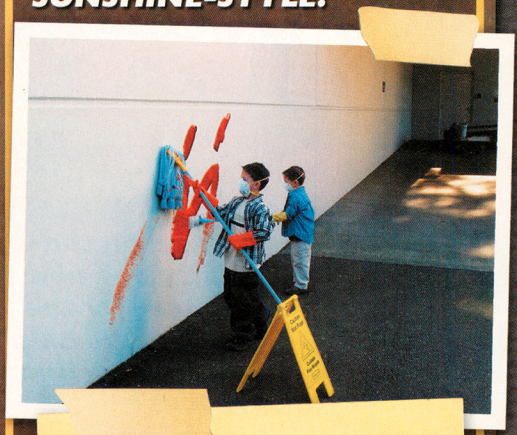
## SAIL THE SEAS IN YOUR VERY OWN THE LEGEND OF ZELDA: THE WIND WAKER ADVENTURE!

09/22/02

OK, that was useless. At least Link had a SAIL! You just gave us a raft and dropped us in the middle of the Pacific Ocean. We didn't even have anything to eat. My little brother got kidnapped by pirates and our family had to pay for his safe return. Dad's lawyer says that this case is "a slam dunk."



## CLEAN UP GRAFFITI—SUPER MARIO SUNSHINE-STYLE!



10/15/02

Dad's lawyer is doing something called "the happy dance" after your latest makeup contest. Mario had FLUDD, remember? It talked to him and was his friend. You just gave us bleach and mops and told us to clean the parking garage. My brother passed out from the fumes.

## SPEND AN EXCITING WEEKEND WITH NOA CHRIS!

11/08/02

Chris is scary. He said that hosting us was "the lamest moment of his sad, pathetic life," and he spent the weekend filling out job applications, screaming at us to "make him a sandwich" and watching old episodes of Buck Rogers. He also tried to pound an entire can of E-Z Cheez in 20 seconds and ended up spraying yellow goo all over the living room. We don't want to talk to you anymore. Dad's lawyer got a restraining order. You're all a bunch of jerks.

# HAMTARO™

## Ham-Ham Heartbreak

**Love is on the line in Hamtaro's new adventure for the GBA. Can you help Hamtaro and Bijou save love?**

## The Map

There are seven areas you can explore, but you need to unlock them first. When you begin your adventure, only the clubhouse and Sunny Peak will be available. More areas will open up as you learn Ham-Chats and mend your pals' broken hearts. Sunflower icons appear over every area you can visit—the icon will spin if you've found every Ham-Chat in that area.

1. Clubhouse
2. Sunny Peak
3. Sandy Bay
4. Fun Land
5. Boo Manor
6. Wildwoods
7. Spat Tower

EVERYONE
E
CONTENT RATED BY ESRB

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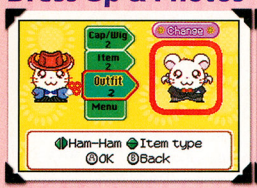
## The Clubhouse

Boss works hard to make the clubhouse a fun and comfortable place for all the Ham-Hams. When you begin your adventure, Boss is still working on two clubhouse expansions—the Rubrub room and the Accessory room. Return to the clubhouse often during your adventure—you can sometimes get great advice from Boss, Harmony or Snoozer when you're not sure what to do next.

### Dress Up & Photos

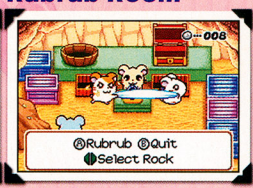



In the photo studio, Hamtaro and Bijou can enter the Dress Up area to try on outfits and items they've bought at any of the Boutique Hams. Seamore will take your pictures after he and Barrette are together again.

### Ham-Jam Stage

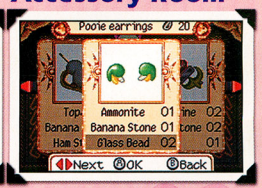
Practice your Ham-Jams at the Ham-Jam stage. Talk to the Ham-Ham that runs the Ham-Jam stage, then choose the song you want to Ham-Jam to. You can also edit and trade your Ham-Jams at the Ham-Jam stage.

### Rubrub Room




Ham-Hams love to collect rocks and polish (rubrub) them in the Rubrub room—you could find gems to make accessories with. The stronger the love between Hamtaro and Bijou, the better they can rubrub rocks.

### Accessory Room




You can make accessories in the accessory room from gems you find by polishing rocks. There are more than 30 accessories to make. You can try on your accessories in the photo studio, then get your picture taken.

# Sunny Peak

Boss needs a favor, and Hamtaro is just the Ham-Ham for the task—he asks Hamtaro to find Bijou in Sunny Peak. Hamtaro catches a glimpse of Bijou in Sunny Peak then moments later she screams. What could have happened?

**Hearts**
In our strategy, heart icons indicate a pair whose love has been tainted. Foil Spat's evil plans and mend the pair's broken hearts.

## Ham-Ham Helper

The hamster in the first area to the right teaches you a few helpful Ham-Chats. Talk to him after you talk to Arnie to learn "putput" and after you ride the battery-operated boat to learn "bestest."

## Moving Bushes

Look for moving flower bushes near the fallen-log bridge. Stickie the bushes to make a hamster leap out. The hamster will teach you "blushie" before dashing off.

## Hamlift Team

The two hamster near the log stairs are trying to figure out an easier way to reach sunflower seeds. Say "heyhoo" to the pair to learn "hamlift." The pair will teach you "lovedove" later.

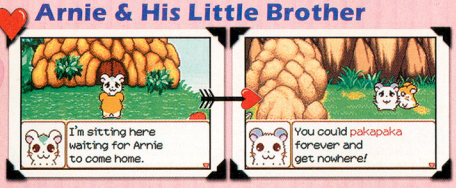
## Oxnard & Pepper

Talk to Oxnard to learn that he and Pepper are fighting. Oxnard will teach you "bluhoo" and ask you to talk to Pepper. Pepper is sitting on a sunflower leaf—use hamlift to talk to her. When you tell her that Oxnard is bluhoo, she'll teach you "oopsie." The reunited couple will teach you "gossip-P." Stand on the stump to learn "heyhoo" and "smoochie."

## Gogo Blunders

If you step on the hamster strap, newspaper or handkerchief, she'll get angry. Learn "gogo" and get the strap from her. Look for acorns in the nearby tree.

## Arnie & His Little Brother




A little hamster is waiting patiently for his big bro Arnie. Arnie is searching the area for his little bro's training seat—talk to Arnie to learn "pakapaka." Get the training seat from Seamore at the clubhouse after you meet him in Sunny Peak. Return the training seat to Arnie to learn "sesam-E" and take the little bro home to learn "hamigos."

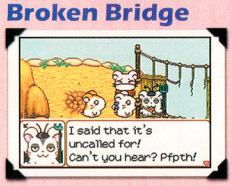
## Aid Seamore

Heyhoo to the swan floating in the river to make Seamore surface. Seamore will teach you "offdoff" and ask you to remove the training seat that's stuck to his shell.

## Rescue Bijou

Pakapaka the rope between the boat and the dock. Offdoff the battery and putput it in the boat. Use the boat to rescue Bijou—she'll teach you "mega-Q."

## Broken Bridge




After you take Arnie's little bro home, climb to the peak to find Spat. Say "hamigos" twice to get rid of Spat. If you free the captive hamster he'll teach you "liber-T."

## Rock Mine

Buy the oilcan from the Ham-Swap and putput it on the mine cart and the switch. Flip the switch and gogo the mine cart. The Ham-Hams in the mine will teach you "rubrub."

# Ham-Ham Dictionary

Each time Hamtaro learns a new Ham-Chat, the word and its meaning will appear in the Ham-Ham Dictionary. You'll need to find them all!

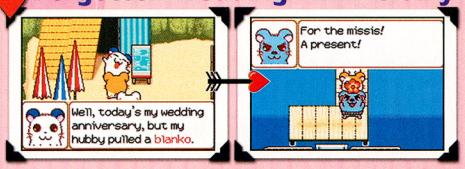
| Ham-Chat | Meaning |
|---|---|
| Bestest | Fantastic |
| Bizzaroo | Strange |
| Blanko | Forget |
| Blash-T | Angry |
| Bloat-T | Bloated |
| Bluhoo | Sad |
| Blushie | Embarrass |
| Bye-Q | Good-bye |
| Chukchuk | Give up |
| Clingie | Hang |
| Dazzlie | Beautiful |
| Delin-Q | Bad |
| Digdig | Dig |
| Dingding | Realize |
| Fend-D | Defend |
| Flipflop | Switch |
| Fussfuss | Worry |
| Gasp-P | Oh no! |
| Gofor | Goal |
| Gogo | Ride |
| Goodgo | Good luck |
| Go-P | Bathroom |
| Gossip-P | Small talk |
| Greatchu | Great |
| Hambond | Bond |
| Hamboree | Party |

| Ham-Chat | Meaning |
|---|---|
| Hamcheer | Congrats |
| Hamha | Greetings |
| Hamigos | Best pals |
| Hamlift | Piggyback |
| Hampact | Promise |
| Hamscope | Aim |
| Hamspar | Enemy |
| Hamtast | Perfect |
| Hamteam | Cooperate |
| Hardihar | Laugh |
| Heyhoo | Call out |
| Hif-hif | Sniff |
| Hulahula | Lollygag |
| Jamout | Play music |
| Koochi-Q | Pretty |
| Lalalala | Sing |
| Libert-T | Freedom |
| Lookie | See |
| Lost-T | Lose |
| Lovedove | Cherished |
| Luck-E | Lucky |
| Mega-Q | Big |
| Might-T | Strong |
| Minglie | Play |
| Nok-nok | Knock |
| No-P | No |
| Nopookie | Dislike |
| Offdoff | Remove |
| Oopsie | Sorry |
| Pakapaka | Bite |

# Sandy Bay

All is not well at the clubhouse when you return from Sunny Peak. Barrette is missing and Seamore discovers a love note to his beloved from a hamster named Broski. It's off to Sandy Bay to investigate!

## Forgotten Wedding Anniversary




Talk to the ferry captain's wife—she'll teach you "blanko." Solve the riddle in the jar (hit the note rocks in the correct order) and find the captain on the treasure island. Tell the captain "fussfuss," then ride the *S.S. Missis* to the island. Win the C Class hula contest to get an orange hibiscus for the captain's wife. The happy couple will teach you "hambond."

## Treasure Hunter

The treasure-hunting hamster will give you hints about solving the riddle to find the treasure island. Tack-Q, the tanning hamster to learn "bizzaroo."

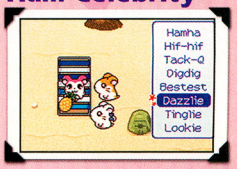
## Swim Practice

The hamster near the water are practicing their swimming. When you talk to them they'll teach you "fussfuss." Digdig under the sand pail to find the blue marble.

## Boy-Crazy Girls

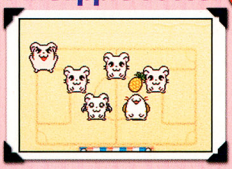
The girl hamster near the entrance will teach you "tinglie." After you play pineapple soccer, the girls will teach you "ta-dah" and give you a love note.

## Ham-Celebrity



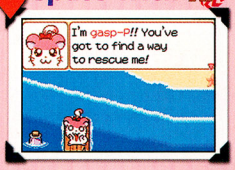

If you talk to the snooty, lounging hamster celebrity, she'll teach you "dazzlie" when you call her bestest. Tell her "tinglie"—she'll give you her pineapple.

## Pineapple Soccer



If you give the coach the pineapple you got from the celebrity hamster, you'll be able to play soccer with them. Later, use thump-P and give the love note to the blue-tailed hamster to learn "jamout."

## Spat's Trick NR




Spat has taken Barrette to the lower-left corner of the beach. Talk to the stranded Barrette to learn "gasp-P." Get Seamore from the clubhouse to save Barrette—the pair will teach you "fend-D."

## Dance Floor

If you talk to the blue hamster on the dance floor, he'll give you a song to enter the hula contest with. Heyhoo the elderly hamster after you find the two Pashminas—he'll teach you "tuggie."

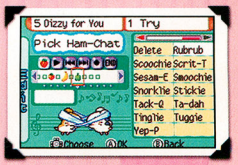
## Phony Pashmina

Enter the green room to encounter the fake Pashmina. Tack-Q, stickie and scrit-T the impostor until "she" gets angry and runs off.

## Who's Who?

Follow the Pashminas to the view point to find the pair arguing. Tell them to tuggie on Penelope—you'll learn "snorklie" and unveil Spat.

## Hula Contest

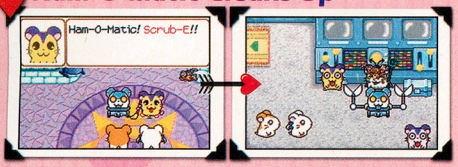



The C Class hula contest prize is an orange hibiscus—just what the captain needs for his wife. Practice your moves in the mirror first!

# Fun Land

Head back to the clubhouse to learn that Spat has appeared in Fun Land. Harmony will teach you one of her special Ham-Chats, "passchat." You must stop Spat before he causes more heartbreak. Hurry to Fun Land before it's too late!

## Ham-O-Matic Cleans Up




Meet the Ham-O-Matic and its owner at the Fun Land entrance. Watch the Ham-O-Matic demonstration to learn "scrub-E." After you discover that the Fun Land rides have gone haywire, enter the Control Room (in the park's lower-right corner through the Ham trees) to find Spat causing trouble. Heyhoo the Ham-O-Matic owner, then chukchuk some trash onto Spat and tell the Ham-O-Matic to scrub-E. You'll learn "tiptop."

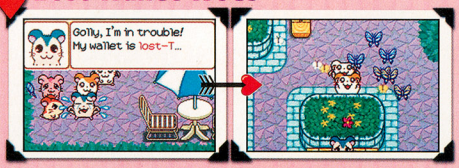
## Ham Red

Ham Red is the leader of the Ham Rangers. Tack-Q Ham Red to learn "blash-T." Past Ham Red are three fun carnival games—one of which is for couples only. Play Stickie Note to win the green marble.

## Balloon Cart

Tack-Q the balloon cart to talk to the hamster hidden inside—she'll teach you "koochi-Q." The hot-headed hamster will teach you "chukchuk" if you listen to him.

## Lost Wallet Woes

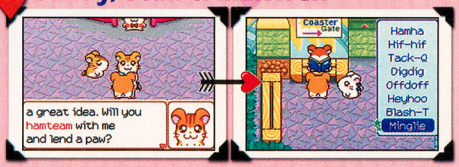



Talk to the married couple near the popcorn stand—they'll teach you "lost-T." The husband has lost-T his wallet. Learn "dingding" in Boo Manner then say "dingding" to the husband in Fun Land. Ride the Super Coaster with the husband then tell him "lost-T." Say "hamha" near the butterfly—the husband will find his wallet and you'll learn "trust-T."

## Ferris Wheel

After you learn "nok-nok" in Boo Manner, coax Hank out of the bathroom and tell him "hamteam." Coach Hank on the Ferris wheel with Heidi to reunite them and learn "luck-E."

## Sandy, Stan & Maxwell




Talk to Sandy and Stan outside of the Tea Cups ride. Say "gasp-P" to Stan to learn "hamteam." Agree to help the siblings by getting Maxwell's attention. Try Ham-Chats offdoff, heyhoo and blash-T on Maxwell, then learn "minglie" from Sandy and Stan. If you tell Maxwell "minglie" he'll join Sandy and Stan and you'll learn "twirlie."

# Ham-Ham Smoochie

Your Love Meter level is rising with each pair you reunite, but Spat has only just begun his dirtywork. Under the guidance of Boss and Harmony, Hamtaro and Bijou have many more Ham-Ham hearts to mend and three more areas to explore. You can look forward to enjoying more than one Ham-Ham filled ending if you do everything!

| Ham-Chat | Meaning |
|---|---|
| Passchat | Tell |
| Perksie | Listen |
| Pooie | Uncool |
| Pushie | Shove |
| Putput | Put |
| Rubrub | Polish |
| Scoochie | Climb |
| Scrit-T | Scratch |
| Scrub-E | Clean |
| Sesam-E | Open |
| Smoochie | Love |
| Snorklie | Deep |
| Stead-E | Solid |
| Stickie | Poke |
| Swellie | It's OK |
| Tack-Q | Roll |
| Ta-dah | Show |
| Thank-Q | Thank you |
| Thump-P | Startle |
| Tinglie | Tingle |
| Tiptop | Excellent |
| Tran-Q | Peace |
| Trust-T | Reliable |
| Tuggie | Tug |
| Twirlie | Twirl |
| Vast-T | Wide |
| Wait-Q | Wait |
| Wake-Q | Wake up |
| Yep-P | Yes |
| Zuzuzu | Sleep |

# TRACK MEGA MAN TO JAPAN!

## 大阪市 日本

Celebrate the Blue Bomber's 15th anniversary with Mega Man's creator, Keiji Inafune. You'll visit Capcom's R&D headquarters in Osaka to tap into the Mega Man phenomenon at the source!

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## VOLUME 167 PLAYER'S POLL SWEEPSTAKES
### FILL THIS OUT TO ENTER!

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(Located above your name on the mailing label)

Birth Date M M D D Y Y

A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What is your favorite strategy review this month?
1. Pokémon Ruby and Pokémon Sapphire 2. The Sports Reports: Baseball Special
3. The Legend of Zelda: The Wind Waker 4. Rayman 3: Hoodlum Havoc
5. Hamtaro: Ham-Ham Heartbreak 6. Golden Sun: The Lost Age
7. Mega Man & Bass 8. The Mummy

D. What is your favorite special feature article this month?
1. The Hobbit
2. Enter the Matrix
3. X2 Wolverine's Revenge

E. Do you own a Nintendo GameCube?
1. Yes 2. No

F. Do you own a Game Boy Advance?
1. Yes 2. No

G. What video game console do you play most often?
1. Nintendo GameCube 2. PlayStation 2 3. XBox
4. Game Boy Advance 5. Other

H. What video game console do your friends play most often?
1. Nintendo GameCube 2. PlayStation 2 3. XBox
4. Game Boy Advance 5. Other

I. How often do you share games with other players?
1. Often 2. Occasionally 3. Never

J. Do you ever talk with your friends about which video game console is best?
1. Yes 2. No

K. How often do you play video games?
1. Every day 2. Several times each week
3. Several times each month 4. Once a month or less

L. How many games do you finish each year?
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3. One or two games 4. No games

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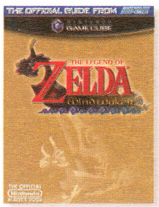


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# Golden Sun™
## The Lost Age

THE GBA'S GREATEST ROLE-PLAYING SAGA CONTINUES WITH GOLDEN SUN: THE LOST AGE.

EVERYONE E Violence
CONTENT RATED BY ESRB

## The Rising Sun

Ages ago, or so the stories tell, the power of Alchemy wrought the base elements of humanity into thriving civilizations, like lead into gold. That power eventually began to corrupt the hearts of men, however, and four elemental lighthouses were constructed to seal it away deep within Mt. Aleph's Sol Sanctum. Two of the lighthouses have since been lit. Your party seeks to light the remaining two and thus release the power of Alchemy. Will their actions bring about another golden age or the destruction of the world?

### From Past to Present

If you've completed the original Golden Sun, you can transfer your clear data to The Lost Age to unlock a number of special events. You can also import your character data for Isaac, Garet, Ivan and Mia (the first game's protagonists).

**Transferring Data**

You can transfer your clear data either via password or via the Game Boy Advance Game Link Cable. The latter method transfers all of your data, but the password method transfers a different amount of data depending on which password level you choose: Gold, Silver or Bronze.

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# The Powers of the Adepts

All of the characters you control in Golden Sun: The Lost Age are Adepts, people who are able to use psychic energy (or Psynergy). You'll also encounter elemental spirits called Djinn during your travels. Djinn can dramatically increase your characters' abilities. Effective use of Psynergy and Djinn is vital to your party's survival.

## Trading Djinn

Every Djinni affects each character differently. Most Djinn work best when paired with a character of the same elemental type. Characters can give or trade Djinn to other characters, depending on how many Djinn each character has.

## Using Psynergy

Golden Sun: The Lost Age is full of challenging puzzles that require thoughtful use of Psynergy to solve. Characters can be bestowed with new types of Psynergy by equipping certain items, leveling up or setting a new Djinni.

## Defeating Enemies

Your options in battle are numerous and varied. They include hacking at enemies with your weapons, using Psynergy, unleashing Djinn and summoning spirits. Think strategically and exploit your opponents' weaknesses.

## Placing a Djinni on Set or Standby

Djinn have three different status conditions: Set, Standby and Recovery. While a Djinni is set, it affects a character's stats and Psynergy, and can also be unleashed in battle. After a Djinni is unleashed, it automatically switches to standby. (You can also put a Djinni on standby manually.) Djinn on standby can be used to summon spirits (see below). After you've used a Djinni to summon, it spends a turn recovering then goes back to being set, thus completing the circle.

## Summoning

Using Djinn on standby, you can summon powerful spirits to assault your foes. In addition to being some of the most visually impressive sights ever seen on the GBA, summoned spirits deal heavy elemental damage to every enemy on screen. Think of them as your "big guns."

## Psynergy Level 15

The chart below shows how different Djinn combinations affect each character's Psynergy at level 15. Venus Djinn (earth) are yellow, Mars Djinn (fire) are red, Jupiter Djinn (wind) are purple and Mercury Djinn (water) are blue. Experiment to find the mix of Psynergy that you like best.

| FELIX | JENNA | SHEBA | PIERS |
|---|---|---|---|
| Ragnarok/Quake/Earthquake/ Quake Sphere/Spire/Cure/Cure Well | Fume/Flare/Flare Wall/Beam/Impair | Ray/Storm Ray/Whirlwind/Plasma/Impact/ Sleep | Diamond Dust/Frost/Tundra/Cool/Ply/ Ply Well/Cure Poison/Restore/Avoid |
| Planet Diver/Growth/Mad Growth/Blast | Planet Diver/Growth/Mad Growth/Blast | Bolt/Flash Bolt/Growth/Mad Growth/Cure/ Cure Well | Froth/Froth Sphere/Growth/Mad Growth/ Cure/Cure Well/Cure Poison/Restore |
| Astral Blast/Gaia/Weaken/Delude/Sleep | Astral Blast/Volcano/Ward/Weaken/ Delude/Sleep | Slash/Wind Slash/Plasma | Drench/Prism/Cure Poison/Restore |
| Cutting Edge/Thorn/Briar/Ply/ Cure Poison/Restore/Avoid | Cutting Edge/Blast/Mad Blast/Ply/ Cure Poison/Restore/Guard/Protect/Avoid | Prism/Plasma/Impact | Prism/Plasma/Impact/Bind |
| No Change | No Change | No Change | No Change |
| No Change | No Change | No Change | No Change |
| Cutting Edge/Thorn/Briar/Cure Poison/ Restore | Cutting Edge/Blast/Mad Blast/Cure Poison/ Restore/Guard/Protect | No Change | No Change |
| No Change | No Change | No Change | No Change |
| No Change | No Change | No Change | No Change |
| No Change | No Change | No Change | No Change |

# Djinn Effects

The chart below lists the effect of unleashing each Djinni in battle as well as the statistical boost provided if the Djinni is set to the character who shares its elemental type. The numbers will vary depending on your mix of Djinn, though, so think of them as relative benefits. For example, Iron gives a bigger HP boost than Echo does.

## VENUS

### Echo
**Effect:** Attack with double strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 4 | 3 | 0 | 0 | 0 |

### Iron
**Effect:** Bolster the party's Defense.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 0 | 0 | 2 | 3 | 0 |

### Mold
**Effect:** Strike a foe.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 8 | 0 | 4 | 0 | 2 | 1 |

### Crystal
**Effect:** Restore HP to all allies.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 5 | 0 | 2 | 0 | 0 |

### Steel
**Effect:** Siphon a foe's HP with a kiss.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 4 | 2 | 0 | 1 |

### Mud
**Effect:** Slow a foe with sticky mud.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 4 | 0 | 0 | 3 | 0 |

### Flower
**Effect:** Refresh allies and restore HP.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 12 | 4 | 0 | 0 | 0 | 0 |

### Meld
**Effect:** Launch a powerful team strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 0 | 0 | 4 | 1 |

### Petra
**Effect:** Turn a foe to stone.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 0 | 0 | 3 | 0 | 0 |

### Salt
**Effect:** Restore allies' status to normal.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 5 | 0 | 0 | 0 | 1 |

### Geode
**Effect:** Strike with a clod of earth.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 12 | 0 | 6 | 0 | 0 | 0 |

## MARS

### Cannon
**Effect:** Strike with the power of Mars.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 0 | 3 | 0 | 0 | 0 |

### Spark
**Effect:** Revive an ally with support.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 6 | 0 | 0 | 0 | 0 |

### Fury
**Effect:** Call wandering souls to attack.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 12 | 4 | 0 | 0 | 0 | 0 |

### Fugue
**Effect:** Drop enemies' PP with fatigue.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 4 | 0 | 2 | 0 | 0 |

### Kindle
**Effect:** Increase all allies' Attack.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 8 | 0 | 5 | 0 | 0 | 1 |

### Char
**Effect:** Paralyze foes with a strong blow.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 2 | 0 | 2 | 1 |

### Coal
**Effect:** Boosts everyone's Agility.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 3 | 0 | 0 | 3 | 0 |

### Reflux
**Effect:** Counter an enemy's attack.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 0 | 3 | 0 | 2 |

### Core
**Effect:** Strike through an enemy's defense.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 8 | 0 | 4 | 2 | 0 | 0 |

### Tinder
**Effect:** Revive a downed ally.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 12 | 5 | 0 | 0 | 0 | 0 |

### Corona
**Effect:** Boost party Defense.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 5 | 0 | 0 | 0 | 1 |

## JUPITER

### Breath
**Effect:** Restore HP quickly.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 0 | 3 | 4 | 0 |

### Blitz
**Effect:** Numb a foe with a lightning strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 4 | 3 | 0 | 0 | 0 |

### Lull
**Effect:** Negotiate a temporary cease-fire.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 6 | 0 | 0 | 0 | 0 |

### Gale
**Effect:** Blast enemies with wind strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 0 | 0 | 0 | 5 | 3 |

### Ether
**Effect:** Focus will to restore PP.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 8 | 4 | 0 | 0 | 3 | 2 |

### Waft
**Effect:** Calm a foe with soothing scents.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 0 | 4 | 0 | 0 | 0 |

### Haze
**Effect:** Hide away to avoid damage.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 0 | 0 | 2 | 3 | 2 |

### Wheeze
**Effect:** Poison a foe as you strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 3 | 5 | 0 | 0 | 0 |

### Aroma
**Effect:** Restore everyone's PP.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 0 | 0 | 0 | 3 | 2 |

### Whorl
**Effect:** Take a deap breath and strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 4 | 2 | 0 | 0 |

### Gasp
**Effect:** Call the grim reaper on your foes.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 12 | 5 | 0 | 0 | 0 | 0 |

## MERCURY

### Fog
**Effect:** Blind an enemy with fog.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 0 | 2 | 2 | 1 |

### Sour
**Effect:** Reduce foe's elemental resistance.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 8 | 4 | 3 | 0 | 0 | 0 |

### Balm
**Effect:** Restore HP with calming water.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 13 | 4 | 0 | 0 | 0 | 0 |

### Serac
**Effect:** Absolute zero kill attack.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 12 | 0 | 3 | 0 | 0 | 0 |

### Spring
**Effect:** Restore HP with healing herbs.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 11 | 5 | 0 | 0 | 0 | 0 |

### Cascade
**Effect:** Create a watery shield.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 0 | 3 | 0 | 2 |

### Chill
**Effect:** Reduce foe's Defense with strike.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 3 | 0 | 2 | 0 | 0 |

### Steam
**Effect:** Increase allies' elemental strength.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 0 | 5 | 0 | 0 | 0 |

### Rime
**Effect:** Seal a foe's Psynergy.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 10 | 6 | 0 | 0 | 0 | 0 |

### Gel
**Effect:** Weaken foe's Attack.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 5 | 0 | 2 | 0 |

### Eddy
**Effect:** Speed up Djinn recovery time.

| HP | PP | ATK | DEF | AGL | LCK |
|---|---|---|---|---|---|
| 9 | 0 | 0 | 0 | 3 | 2 |

# Venus Lighthouse

The adventure begins inside the Venus Lighthouse. While Saturos and Menardi engage in their final battle against Isaac and his party at the top of the lighthouse, Jenna, Kraden and Alex must make their escape. You have to navigate only a small portion of the lighthouse to reach the exit, but there is a short detour that leads to an herb.

## Time to Leave

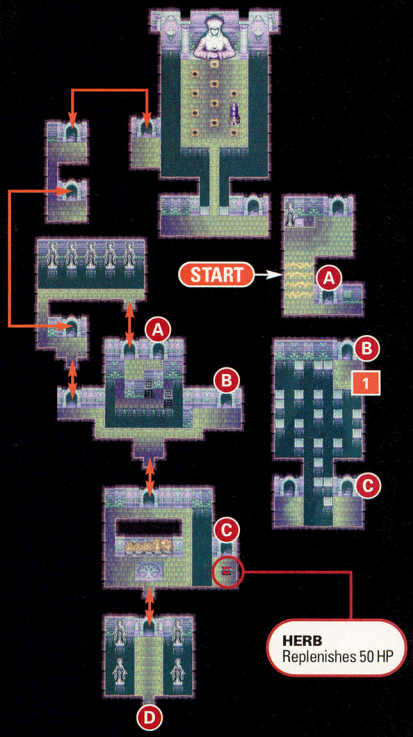
In the opening cut scene, Alex asks why Jenna and Kraden haven't left yet. Jenna explains that her brother, Felix, went back to the top of the lighthouse to check on Sheba. Eventually, Alex convinces Jenna that it's too dangerous to wait any longer—thus begins your escape.

## 1 Leftovers

When you reach a series of floating blocks, jump across them by pushing the Control Pad in the direction you want to jump. Use the blocks to reach the doorway marked C on the map, then check the treasure chest to find an herb that somebody left behind (how thoughtful).

## 2 Jenna vs. Ruffian

As you exit the Venus Lighthouse, soldiers from Tolbi and Lalivero will confront you. Alex will scare most of them off, but a lone Ruffian will try to prevent Jenna from reaching Suhalla Gate. Use her Fume Psynergy to make quick work of the bully.

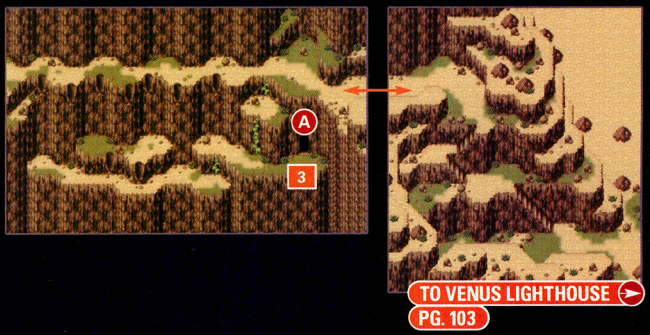


# Suhalla Gate

To reach the rendezvous point on Idejima Peninsula, you'll have to pass through Suhalla Gate. There won't be any random battles yet, but you'll have to defeat two seperate Ruffian gangs (one of which has three members) and a Punch Ant to proceed. Jenna's still on her own; evidently Kraden's too old and decripit even to whack enemies with his cane.

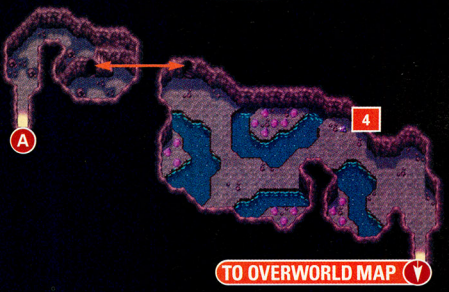
## 3 Three on One

Three Ruffians will ambush you as you try to enter the caves in Suhalla Gate. You can damage all three at once with Jenna's Flare Psynergy. Take a break from offense and use an herb if her HP gets dangerously low.




## 4 Battle for the Stone

The Psynergy Stone inside the caves will completely replenish your PP, but a Punch Ant will attack you before you can reach it. Not to worry—you can take out the insect pugilist in a single turn with Fume.




# Daila

You'll take control of Felix after a lengthy cut scene in which an earthquake breaks Idejima Peninsula off one continent and a massive tidal wave slams it into another. Gather Jenna, Kraden and Sheba (who will join your party) after the tidal wave strikes, then leave the peninsula and head south on the world map to reach the town of Daila.

## Poke Around for Treasure

There isn't much to do in Daila, but you can always look inside jars and crates for hidden treasure. Also take the opportunity to chat with the locals to learn a little bit about their village and the continent on which it lies.

**SEA GOD'S TEAR**
You won't be able to reach the Sea God's Tear inside Daila's sanctum until Piers joins your party much later in the game.

# Wandering the Lands

As you probably found out in Daila, you're on the continent of Indra. No one in your party has ever been to Indra before—they didn't even know it existed. There are all sorts of new places to visit, people to meet and discoveries to make in the unfamiliar land. Before starting your journey into the unknown, however, you could use a little help from a Djinni.

## Meet Your First Djinni

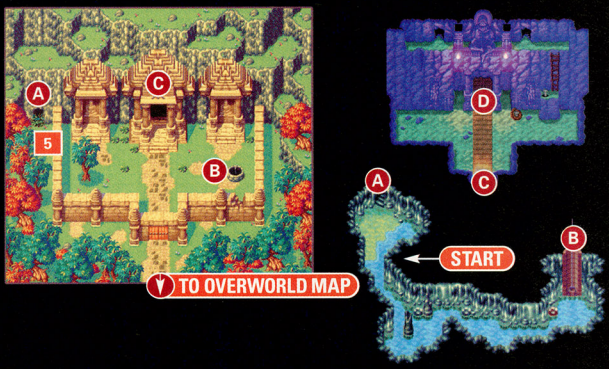
You'll encounter your first Djinni as you leave Daila. When the Djinni asks if you'll take it with you, answer "yes." It will offer to give you a quick explanation of how to use Djinn before it joins your party. For more information on Djinn, see pages 101-102 or refer to the in-game help option.

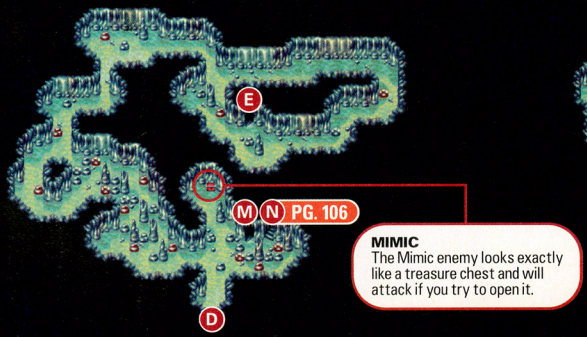
# Kandorean Temple

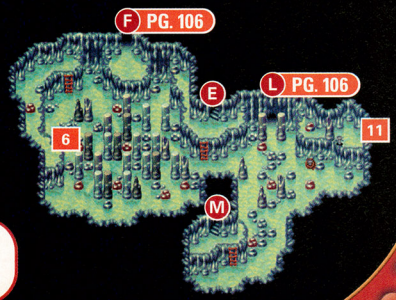
Kandorean Temple lies south of Daila. To get around the mountains, turn west at the fork in the road and continue following it across the bridge, then south and finally back toward the northeast. The temple's catacombs serve as a test for a group of monks who study there, and if you can pass the test, you'll learn a new Psynergy.

## 5 Sneak into the Temple

The guards won't allow you to enter the temple through the main gate, so walk along the west wall and use Sheba's Whirlwind Psynergy on the pile of leaves to reveal an entrance to an underground cavern. Climb the rope inside the cavern to emerge through a well in the temple's courtyard. From there, you can waltz right in.



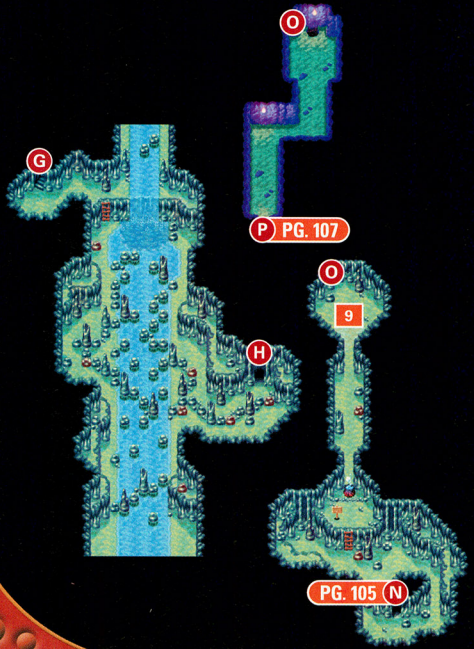



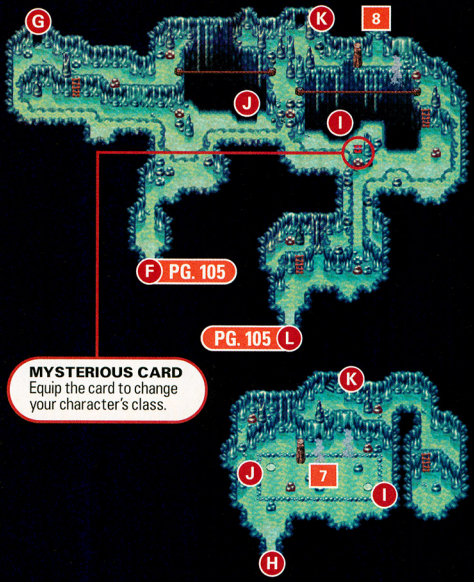
## 6 Pillar-Hopping

To reach the entrance marked F on the map on page 105, you have to climb up the ladder in the northwest corner of the room, then hop across a series of pillars starting from point 6.

## 7 Reaching New Heights

After pushing the brown pillar onto one of the geysers, you can stand on top of the other geyser to be lifted to the room above. Use the right-hand geyser to reach the chest containing the Mysterious Card and the left-hand geyser when you're ready to proceed through the rest of the dungeon.




## 8 Block off the Steam Jet

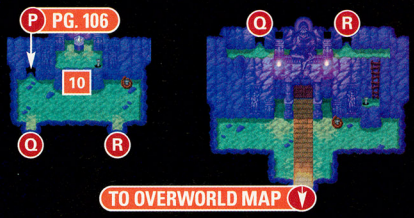
Before you attempt to walk across the second tightrope, you have to move the pillar in front of the steam jet. Use your Move Psynergy to push the pillar the first time, then hop across and push it the rest of the way by hand.

## KANDOREAN TEMPLE BOSS

### 9 Chestbeater (x3) NP

The big blue apes are weak against fire, so equip Sheba with the Mysterious Card to give her the fire-based Juggle Psynergy. Have Jenna cast Flare and have Felix use physical attacks or heal when need be.

| HP | PP | ATK | DEF | AGL | EXPERIENCE | COINS |
|---|---|---|---|---|---|---|
| 155 | 0 | 44 | 11 | 20 | 40 | 28 |




## 10 You've Passed the Test

Upon reaching the top of the temple, Master Poi will give you the Lash Pebble as a reward for passing the test. When equipped, the pebble bestows a character with the Lash Psynergy.

## 11 Try out Your New Psynergy

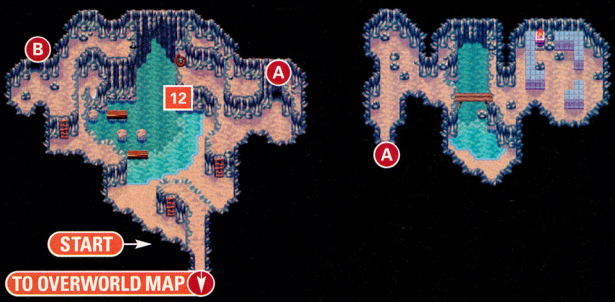
Head back inside and use Lash on the rope at point 11 (see the map on page 105). Shimmy across the rope afterward, then approach the Djinni and get ready for a fight. Unlike Echo, most Djinn won't join your party until you defeat them in battle.

# Shrine of the Sea God

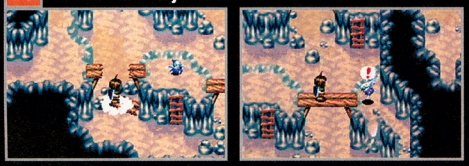
The entrance to the Shrine of the Sea God is in a cave directly east of Daila. Stop in town if you need to stay at the inn or want to upgrade your equipment at the weapons-and-armor shop. If you talk with the townsfolk, you'll learn that two young boys have been missing from the village for quite a long while.

## 12 Save Tavi

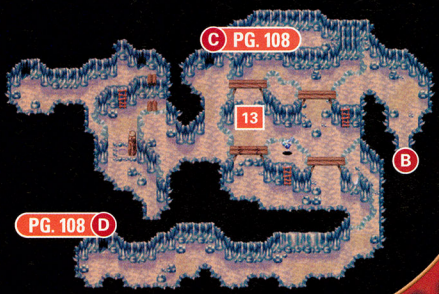
The two young boys (Riki and Tavi) missing from Daila were playing in the cave when the tidal wave struck, and one of them was washed onto a ledge. To help him get down, use Lash on the rope. After the boy crawls to safety, use the rope yourself to reach the other side of the cave.




## 13 A Skittish Djinni



As you approach the platform that holds the Jupiter Djinni, the wooden plank will break under your weight and drop you to the ground (maybe Felix needs to lose a few pounds). When you climb the ladder nearby, the Djinni will run away. Follow it through the southwest door.



## 14 Detective Felix

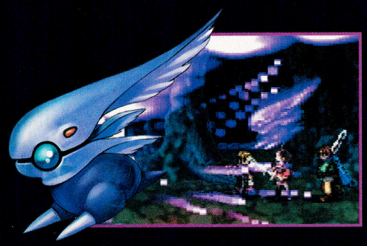
Follow the Djinni's footprints in the winding tunnel and enter the first door to your right. You can head south from the entrance and bypass the tunnel altogether, but where's the fun in that?

## 15 Be Vewy, Vewy Quiet...

As you step onto the wooden plank, you'll see the Djinni run by underneath. Return to the previous tunnel, head through the last door on the right, climb down the ladder and follow the Djinni north.

## 16 ...We're Hunting Djinni

When you finally catch up with the Djinni, it will scurry up onto the blue walkway. Before you follow the little fella, push the torch into the gap to cut off its escape route.



**RIGHT PRONG**
As with the Sea God's Tear in Daila, you won't be able to reach the Right Prong until Piers joins your party.

# AN EPIC ADVENTURE

Your journey has just begun. Golden Sun: The Lost Age contains well over 40 hours of game play spanning seven continents. During that time you'll encounter pirates, monks, explorers from a lost civilization and maybe even a few old acquaintances. Join us again next month for part two of our continuing strategy coverage of the incredibly deep role-playing masterpiece.

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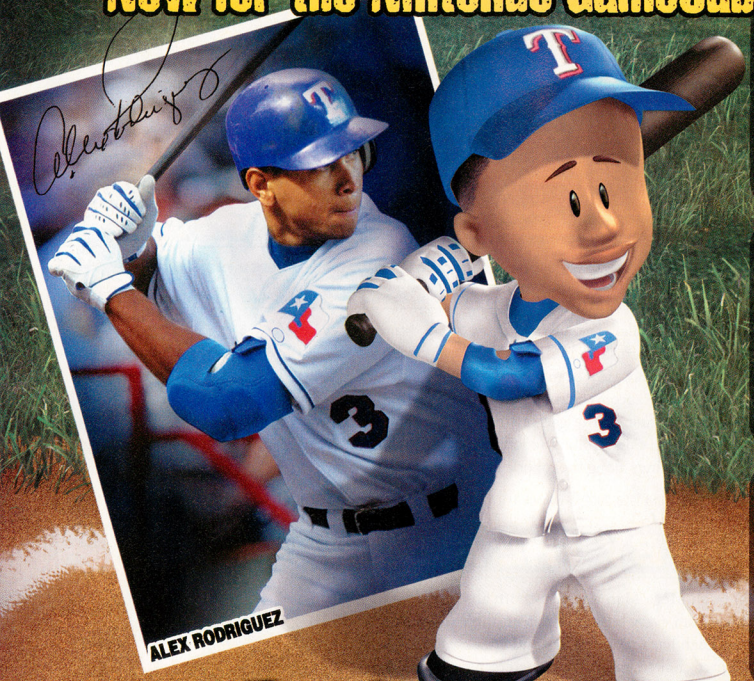
# New for the Nintendo GameCube™!



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Hit one outta the park!

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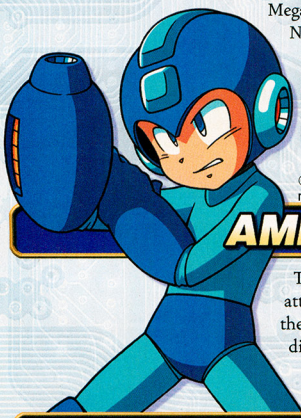
NINTENDO GAMECUBE

# MEGAMAN & BASS™

EVERYONE E — Violence — CONTENT RATED BY ESRB

## THE BLUE BOMBER EXPLODES ONTO THE SCENE!



Mega Man's patrolled the planet for 15 years, storming every Nintendo platform and breaking down every robot that's stood in his way. He'll be making an extra-huge impact this year in Capcom's celebration of his 15th anniversary. The first of the games finally brings classic Mega Man side-scrolling action to the GBA, and this time he brings along the robotic Bass for the ride.

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## AMMO BY THE ARMLOAD

Though Mega Man and Bass both absorb the special attack from every boss they defeat, their similarities end there. Each has unique moves and attacks, so each level is a distinct challenge. Both characters have their advantages—Bass has an easier time thanks to his firepower and his double jump.

### MEGA MAN

#### BUSTER SHOT

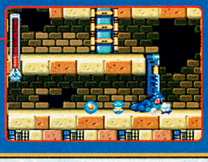
Mega Man can shoot energy blasts in the direction he's facing even when he's running. Bass can't shoot while running, so Mega Man has a big moving advantage.

#### CHARGE SHOT

Hold down B to charge a blast that has a wide radius, does extra damage and can travel through multiple targets in a line. You can charge—and hold the charge—even while running. The Blue Bomber is great for firing on the fly.

#### SLIDE

Press Down on the Control Pad and press A to execute a speedy slide. The move helps Mega Man slip into spots that Bass can't reach. The slide is a great move for ducking under enemies that jump at you or drop from above.



### BASS

#### DASH

Double-tap the Control Pad left or right to dash in the direction. Although he can't duck like Mega Man does, Bass can speed through levels and evade attacks well by dashing.

#### BASS BUSTER

Hold down B to fire a steady energy spray. Bass doesn't have a charged shot like Mega Man's, but he can direct his rapid firepower upward and at angles. Bass must remain still while shooting or progress by jumping.

#### BASS JUMP

One of Bass's major advantages over Mega Man is his Bass Jump, a double jump that gives him lots of range, height and maneuverability. If you dash before jumping, you'll achieve greater distance.

# ROBOTIC CHAIN REACTION

You must dethrone King, a gargantuan machine that leads fellow robots in a revolt to eradicate humanity. After you defeat a robot boss, you can take your new attack to levels you've already visited or continue to newly unlocked levels. We suggest the following order to achieve maximum ease of play.

**1 Start**

After breaking into a museum where King is stealing robot data, you'll fight the mad 'bot's henchman, the Green Devil. After you defeat it, you'll unlock three new areas that you can explore in any order.

**2 Cold Man**
WEAKNESS: Lightning Bolt
POWER EARNED: Ice Wall

**3 Burner Man**
WEAKNESS: Ice Wall
POWER EARNED: Wave Burner

**4 Pirate Man**
WEAKNESS: Wave Burner
POWER EARNED: Remote Mine

**5 Ground Man**
WEAKNESS: Remote Mine
POWER EARNED: Spread Drill

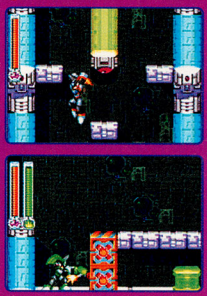
**6 Tengu Man**
WEAKNESS: Spread Drill
POWER EARNED: Tengu Blade

**7 Magic Man**
WEAKNESS: Tengu Blade
POWER EARNED: Magic Card

**8 Astro Man**
WEAKNESS: Magic Card
POWER EARNED: Copy Vision

**9 Dynamo Man**
WEAKNESS: Copy Vision
POWER EARNED: Lightning Bolt

**10 Crystal Complex**



You can access the complex by beating any of the five levels that lead to the area. But you won't be able to pass through the complex until you have absorbed the attacks from all eight robot bosses. Each boss's attack corresponds to a crystal in the complex—blast each crystal with its matching attack to advance.

**11 King**

In addition to facing off against King (in multiple incarnations), you'll need to defeat all of the previous bosses. You'll then face Mega Man's nemesis, Dr. Wiley. We won't give away the ending—Mega Man's is different from Bass's.

# GADGET ADDICTION

As you reduce robots to scrap metal, they'll leave behind power-ups and screws. Power-ups replenish health or special-attack energy. Screws let you obtain new items when you visit the Lightott lab.

## Pry Loose Every Advantage

When you destroy a foe, it might leave a screw behind. Find a safe position from which you can destroy enemies easily—you can gather lot of screws from the enemies' debris. If you can't find a cushy spot and you want to fight more foes, exit and reenter an area.

## Put the Screws to Your Foes

Between levels, you can visit the lab and trade screws for items. Some items are permanent upgrades; others are good for only one use, so stock up on them. More item-buying options will become available as you progress through the missions.

## Use CDs to Study Up on Robots

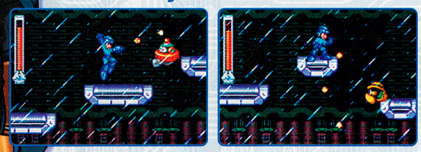
You can find 100 CDs containing robot data strewn across the levels. You will need to return to previous levels after you learn new attacks to reach all of the CDs—some with Mega Man and others with Bass. No matter which character you're playing as when you get a CD, it will be added to your Game Pak's CD collection.

# 1 KING & THE GREEN DEVIL

Whether you're playing as Mega Man or Bass, the adventure kicks off the same way—the superpowerful robot, King, breaks into a museum to steal robot technology. You must follow King's lead, breaking into the museum to face the obsessed villain. He'll flee the scene but leave you to fight the robot boss, the Green Devil.

## MEGA MAN

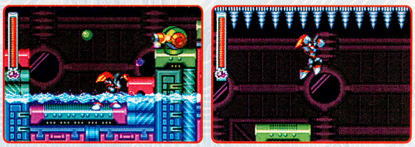
### A Stormy-Weather Fire Storm



Near the end of the level, a storm hits as you head into a series of outdoor platforms. Its winds will shorten the length of your jump, so time your leaps perfectly. Fire into the wind as you jump to blast robots that pop into view.

## BASS

### Things Are Looking Up

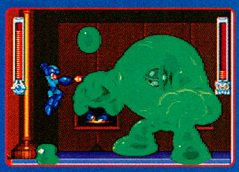


Bass has a major advantage over Mega Man in the level. He can shoot upward at the gun turrets, which makes passing through the well-defended middle stretch of the level far easier. But don't get cocky with Bass's jumping powers around the spiked ceilings.

## THE GREEN DEVIL

You'll see King defeat Mega Man's buddy, Proto Man, before King flees with his museum booty. He'll leave behind his gooey green henchman to deal with you. You won't acquire new attack technology after beating the Green Devil, but you will gain access to more levels.

### MEGA MAN



The Green Devil's external membrane protects its core from damage. As Mega Man, focus on avoiding the blobs that drop. Use a Charge Shot to partially blow open the membrane, then follow up with quick shots to burrow to the core.

### BASS

As Bass, stare the Green Devil in the face and angle your Bass Buster up toward its core. You'll quickly shoot into the membrane and pepper the core with damaging shots. When blobs fall down at you, fire upward to obliterate the goo.

# 2 COLD MAN

To reach Cold Man, the robotic boss that we recommend you tackle first, you'll need to bound across collapsing ice platforms, outmaneuver ice-block generators, melt a chilling miniboss and keep your head above deadly waters.

## MEGA MAN

### Not Really a Brittle Situation

You won't have Bass's awesome jumps to help you soar over the collapsing ice platforms, but there's no need for panic. Keep jumping ahead. As you approach the flying robots, fire rapidly as you move forward—you'll likely blast each one to smithereens before you get too close for comfort.

### Hitch a Ride on the Igloo Express

With your piddly jump power, you can't leap across the vast expanse where the generators belch out ice chunks. Instead, stand on the high generator and learn its cycle. Leap onto an ice block just as it emerges, then ride it across the expanse. Leap onto the platform as you fall, but watch your new surroundings for more incoming ice.

## BASS

### Lots of Upsides, One Huge Downside

Though Bass will rocket through most of the level, he'll have a hard time getting past the snowman miniboss. Its head is its weak spot. Fire at the ice noggin to chip away at its health. When it fires parachuting snowmen into the air, eliminate them to clear space for your upcoming move—a dash to escape the miniboss's imminent bounce.

### Bust a Move Underwater

Deadly spikes line the floor in the flooded area. Leap into the water-filled gap shown to the left—it's spikeless. You'll reach an underwater zone that holds an extra-life power-up. Bass can leap farther with his Bass Jump underwater. Mega Man can also reach the area easily, but his shorter jumps put him at a disadvantage.

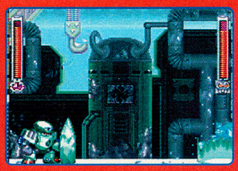
## COLD MAN NP

Cold Man has several attacks, but he'll use Ice Wall the most. He'll create a wall and then shove it across the floor. Leap over it, then leap over it again when it rebounds from the edge of the room. Fire at Cold Man whenever you have an opportunity. When he's low on health, he'll summon clouds that will cling to you and prevent you from jumping and firing. Avoid them at all costs.

### MEGA MAN

When Cold Man fires the cloud-generating pellet into the air, start charging up a shot. By the time the cloud materializes, you'll have a charged shot ready. Jump up and destroy the cloud with the shot, then refocus your attack.

### BASS



Bass doesn't have a chargeable shot, so the battle with Cold Man will take longer. Cold Man will also shove more Ice Walls at Bass. Fortunately, Bass can destroy clouds simply by angling his rapid-fire shots upward at them.

# 3 BURNER MAN

Burner Man schemes to burn you before you burn him. His robotic goons hurl cannonballs at you in the early stretch of the level. A porky beast spears the air with drills, and floating 'bots drop flaming napalm on you along the final stretch.

## MEGA MAN

### Burrowing through to the Goon

Most of the robotic hulks will hurl standard cannonballs at you, but one will throw a cannonball that explodes into shrapnel. Stand below its explosion spot to avoid damage. Mega Man's Charge Shots are key to moving past the goon quickly—they pass right through the barrier that protects the goon and score powerful damage.

### Use Ice Walls to Avoid Napalm

Near the end of the level, a flying robot will drop a napalm bomb near you. When it hits the ground, flames will temporarily fill the floor before fizzling out. Bass can easily use his jumping power to outpace the flames, but Mega Man will need to summon an ice wall and hop onto it to reach higher ground.

## BASS

### Shove Ice Walls into the Goons

Bass can't charge up shots like Mega Man can, so he can't shoot the robotic goons through walls. Instead, he must summon the Ice Wall attack and shove the walls into the goons. One wall per goon will do the job—if the goon's fire power doesn't strike it. Though Mega Man can also use the Ice Wall approach, he should save his limited ice walls for the face-off against Burner Man.

### Grab the Bull by the Horns

Mega Man can avoid the spike-firing brute near the end of the level by sliding into the space below it. But Bass must face the beast. If you have enough health, you can dash past—you'll take damage but break through quickly. Or you can face it straight on—shoot a steady spray of firepower at it to destroy the spikes and finally the beast.

## BURNER MAN

Burner Man will charge into you, dive-bomb from above, hurl bombs and lash out with his Wave Burner attack. Don't take him on until you've scored the Ice Wall attack from Cold Man. Shove a wall at Burner Man—if it connects, he'll be pushed back to the spikes at the edge of the area. You must run behind the wall after you shove it to watch him get hurt—otherwise he'll avoid taking damage.

### MEGA MAN

If you run out of Ice Wall attacks while fighting Burner Man, you must rely on your standard firepower. Charge up a shot, then fire it at Burner Man when you leap over his advance. Burner Man is also vulnerable when he's throwing bombs.

### BASS

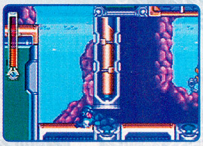
With Bass's double jumps, you can more easily avoid Burner Man's charging advances. Dash before you jump to get out of the way of his dive-bombs. If you run out of Ice Wall attacks, you'll need to rely on your standard rapid-fire blasts.

# 4 PIRATE MAN

To reach Pirate Man, you'll need to walk a treacherous, watery expanse crowded with aquatic robots, including some whales that you'll need to watch out for. Bass's jumping power serves him well in his mission, but Mega Man can take a great shortcut.

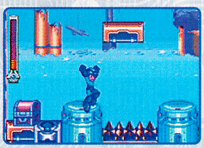
## MEGA MAN

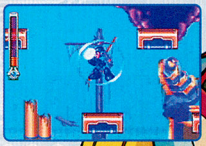
### Sneak into the Submerged Shortcut



Near the end of the first stretch, lots of floating mines block easy passage. But with Mega Man's sliding skills, you can take the submerged shortcut that enters the second stretch of Pirate Man's level. As you proceed, charge up blasts to take out whole rows of the robotic squid before they swarm you.

### Find a Little Breathing Space





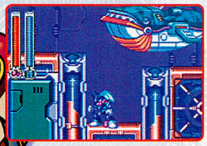
In the final stretch of the level, you'll walk over contraptions that spew bubbles that will encapsulate you. When you're inside a bubble, guide its ascent left and right to avoid hitting objects, which will pop the bubble. Use the bubbles to float past the mines. Watch out for the treasure chests—one of them is dangerous.

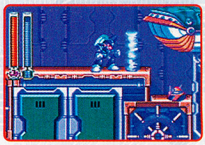
## BASS

### Soar over the Floating Mines

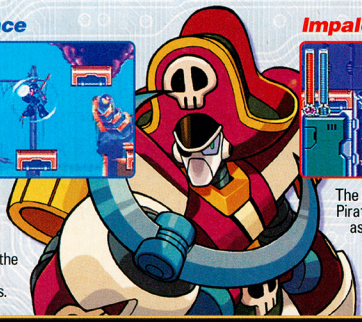
Bass can't take the shortcut that Mega Man can, so you'll need to use a dangerous approach to get past the minefield. On the last platform before the mines, execute a quick dash, then use a double jump to soar past the mines to reach the open spot in the sea, where it's safe to fall through. Watch for sea pests as you fall.

### Impale the Whale





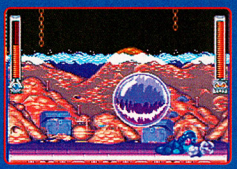
The last challenge you'll need to navigate past to reach Pirate Man is the robotic whale area. Hide in the low spots as the whales pass overhead, then leap onto a higher platform to run ahead. If a whale floats toward you and you can't slip into a low spot, summon an Ice Wall attack just before the whale touches you. The wall will rise into the whale and destroy it.



## PIRATE MAN

Pirate Man will summon bubbles that encapsulate his body, protecting himself from your blasts. You can shoot through his bubble with your standard ammo, but use the Wave Burner you took from Burner Man to do the trick more quickly. Pirate Man will lob Remote Mines that track your position and explode to contaminate a small area briefly. You'll gain the attack after you win the battle.

### MEGA MAN

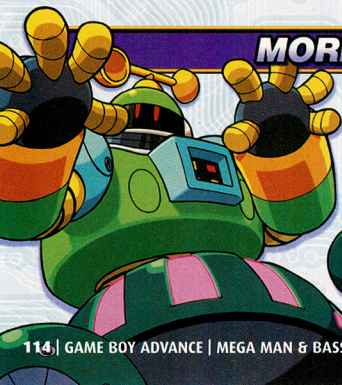


When Pirate Man uses his second type of bubble—one that lets him speed back and forth across the floor—use your slide move to slip underneath his repeated attacks. If you run out of Wave Burner ammo, use charged shots to beat him.

### BASS

Bass can easily evade Pirate Man's Remote Mine attacks with his double-jumping moves. As you jump to avoid the mines, continue shooting rapidly at Pirate Man—angle your shots downward at him as you soar into the air.

## MORE RABID 'BOTS TO TOPPLE

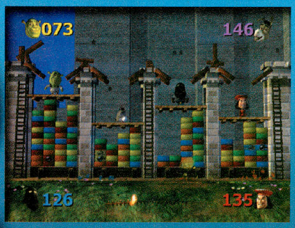


You've got more bosses to break down before you can smash past the crystal complex. The final two, Astro Man and Dynamo Man, are no slouches in the backhanded-attack department. If you stick with the 'bot-bashing order we recommend on page 111, you'll quickly acquire every boss's major tech tactic. Surge ahead—King must be crushed and recycled!

# Party down with all your pals in

# SHREK® SUPER PARTY

Win your ultimate wish! Play as one of six of your favorite Shrek® characters in 30 hilarious action packed events! It's Super Party fun for up to four players!



PlayStation.2 XBOX NINTENDO GAMECUBE DREAMWORKS mass-media

EVERYONE E CONTENT RATED BY ESRB Mild Violence

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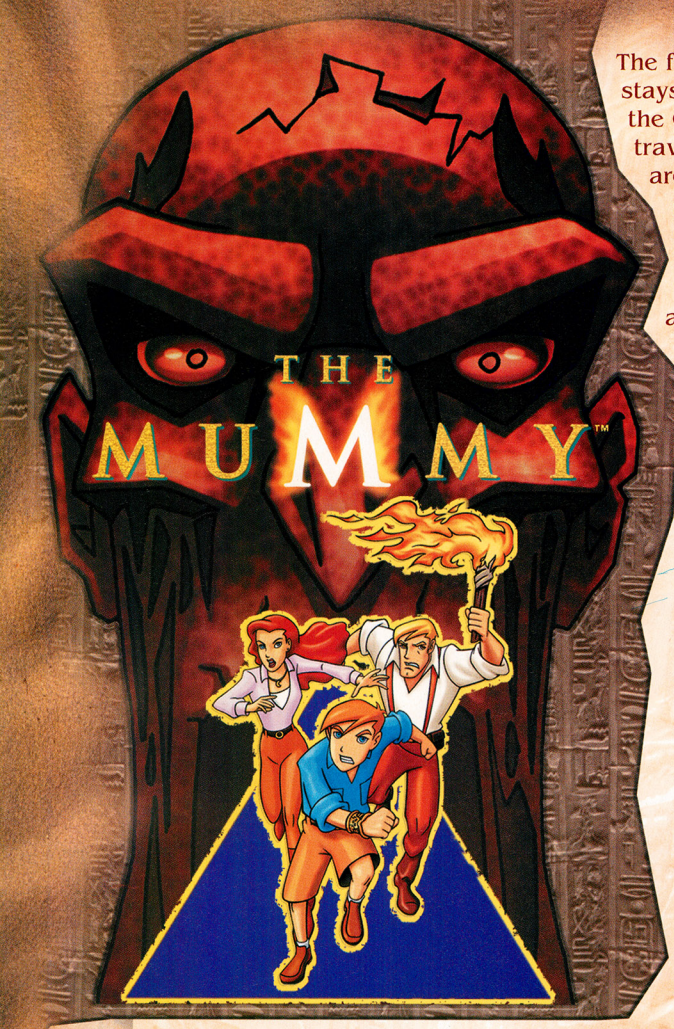
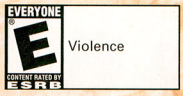



The family that plays together stays together. Or, in the case of the O'Connells, the family that travels to Egypt to investigate an archaeological dig while battling giant scorpions and deadly mummies stays together. Join the family fun in Ubi Soft's The Mummy, based on the animated series.

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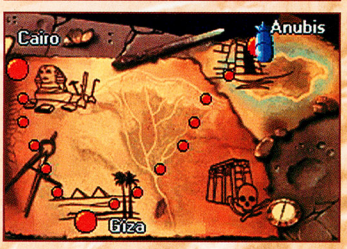



## UNUSUAL VACATION

Rick, Evy and Alex are at it again, packing their bags for Cairo to explore a cursed archaeological dig. Their friend Ardeth Bay informs them of Imhotep's evil plan to acquire the *Book of the Dead* and conquer the world. The family's job is to scour the lands of Egypt and recover the pages of the book before the wicked mummy does.

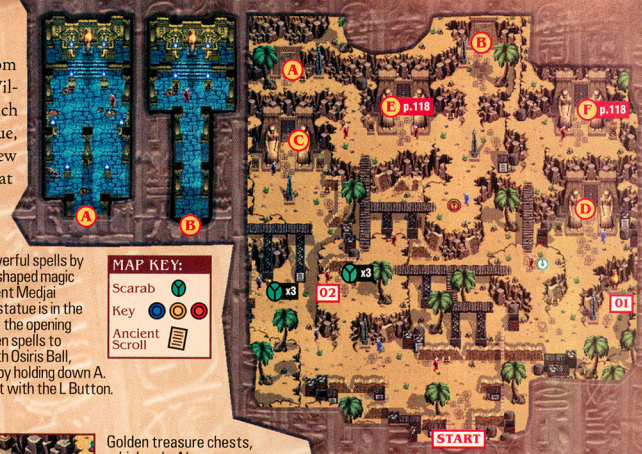
Switch between family members on the fly with a tap of the R Button. Alex should be your character of choice because of his speed. Rick is helpful for fighting enemies, moving heavy objects and pulling levers. Evy can read symbols and roll over trapdoors.

# CAIRO

The O'Connells will receive a few tips from Ardeth before embarking on their adventure. Villagers will offer advice, too. The goal within each level is to acquire three colored Star Keys: blue, red and yellow. Each key gives access to a new temple, and the final one leads to a scroll that contains further instructions.

## 01 THE POWER OF MEDJAI

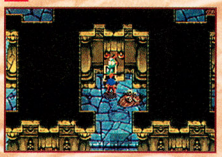
Alex can obtain powerful spells by reaching the hawk-shaped magic statues of the ancient Medjai Academy. The first statue is in the southeast corner of the opening level. There are seven spells to acquire, starting with Osiris Ball, which you can cast by holding down A. Other spells are cast with the L Button.



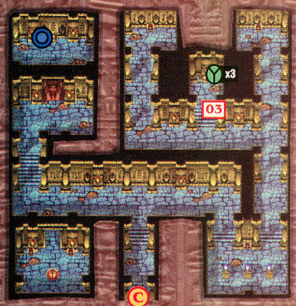

## 02 KEYS TO SUCCESS

Golden treasure chests, which only Alex can open, usually contain green Scarab Keys. Scarab Keys unlock certain passageways. Start by locating two golden chests, then use six keys you find inside to enter the temple in the northwest corner.

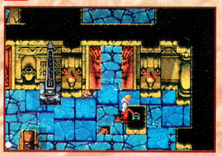
## 03 REACH FOR THE STAR KEY



Upon entering the temple, you'll need to unearth three more Scarab Keys to access the room in the northwest corner. Inside the room, Alex can unlock a chest and uncover the blue Star Key. Exit and head east to find the temple where the blue keyhole is.

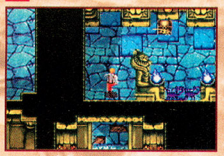


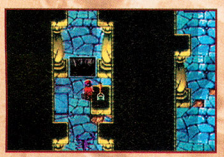

## 04 RICK FLEXES HIS MUSCLES



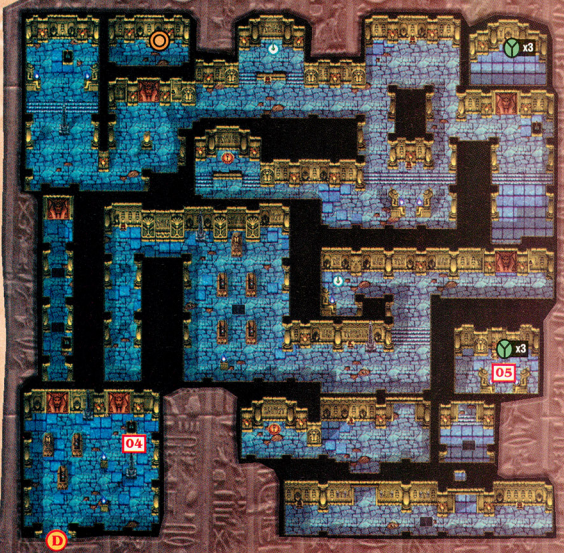
You must open the first door in the temple by pulling the large lever. Rick is the only family member strong enough to do it. Note that some levers open doors in far-off areas of the temple—you must pull every lever you see.

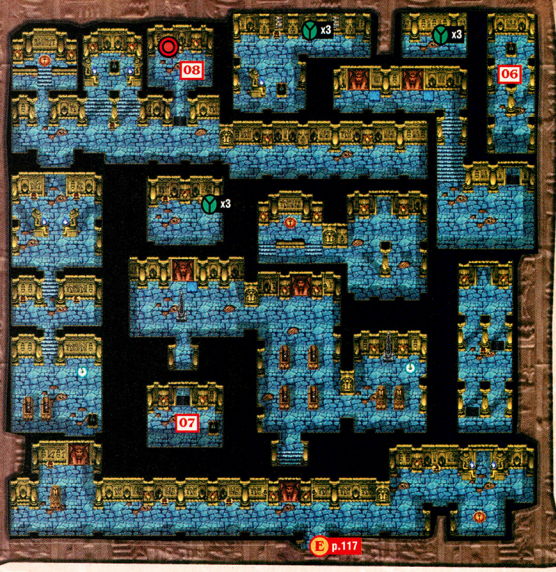
## 05 WINDING ROUTE TO THE YELLOW STAR KEY



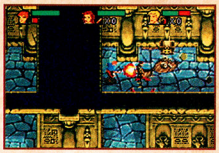


Reach the southeast corner to acquire three Scarab Keys. Avoid trapdoors along the way. Use the keys to open the locked door on the east side of the temple. Head north and pull the lever to access a small room where you'll find three more Scarab Keys. Venture west and use the keys to enter the room that contains the yellow Star Key. Along the way, stop by the Reincarnator to restore the family's health. After obtaining the Star Key, pull the lever in the northwest corner and head down toward the exit. Use Evy to roll over the trapdoors, then pull the final lever to leave the temple.






## 06 GOING IN CIRCLES

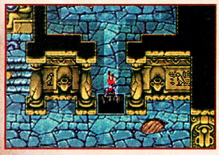


After using the yellow Star Key to gain access to the next temple, turn right and head north until you reach a room blocked by a trapdoor. Switch to Evy and roll into the room, then use Rick to pull the lever, opening a door across the hall. Enter the newly accessible room and grab the Scarab Keys in the golden chest. Pull another lever to open a nearby door. Collect three more keys and return to the temple's entrance. Open the main door using your six Scarab Keys. If you're low on health, purchase the Magic Bazaar in the next room.

## 07 EVY ROLLS, RICK PULLS, ALEX RUNS

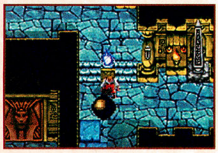
Find a room blocked by a trapdoor and roll inside. Switch to Rick and pull the lever to open the adjacent door. Collect the Scarab Keys and use them to advance. Wind your way around the temple until you find another room blocked by a trapdoor.

## 08 GRAB THE STAR KEY AND GET OUT OF DODGE



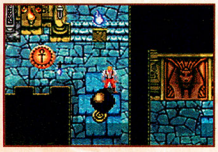
The red Star Key is in the room beyond the trapdoor. Snag the key, pull the lever in the next room and head south toward the exit. Stop to use the Reincarnator in the northwest corner if you're low on health. There's also a Magic Bazaar near the door that leads out. Pull the lever to leave. Cairo's final temple is in the northeast corner.

## 09 FATHER KNOWS BEST



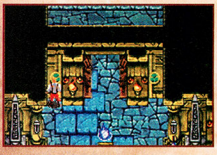
Rick will lead the way in the next temple, pulling levers and pushing boulders to guide his family to safety. Upon entering the temple, head left and pull the lever to open the main door. Push the rock onto the switch to the left to access a room containing Scarab Keys.

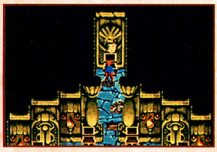
## 10 BACKTRACK BEFORE YOU ADVANCE



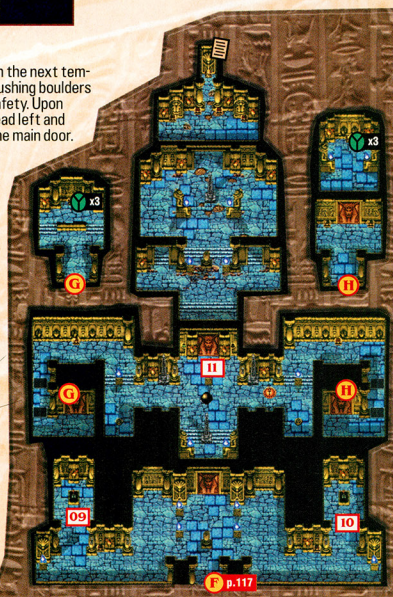
Head back to the entrance and pull the lever in the southeast corner to open a doorway. Return to the sphere and push it across the room, onto another switch. Follow the newly opened passageways.

## 11 O'CONNELLS ON THE MOVE





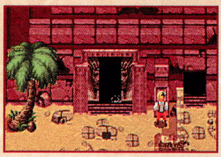
Use six Scarab Keys to open the door in the center of the temple. Continue north until you find the golden chest that contains the ancient scroll. Your job in Cairo is done—it's time to ride the balloon to Giza.



# GIZA

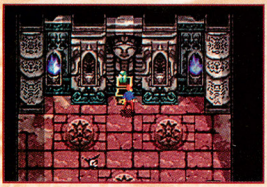
Welcome to Giza, where the enemies are stronger and the Reincarnators are in limited supply. The objective is the same—collect the Star Keys and obtain the scroll—but you'll need to use magic and weapons to survive.

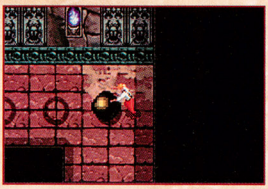
## 12 ALEX WHIPS THE BAD GUYS, HARRY POTTER-STYLE



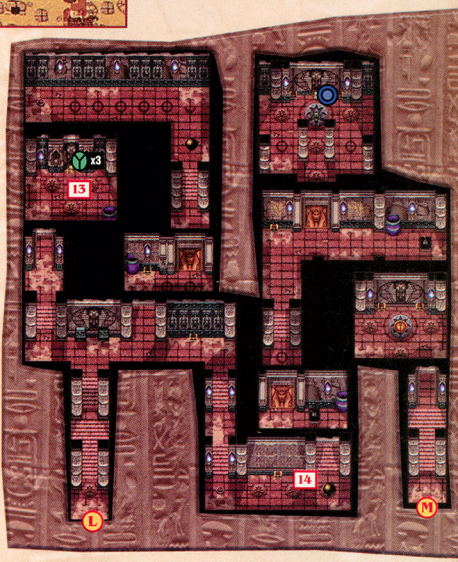
Explore the dark tunnels scattered around the area to expand Alex's magic pool and collect the yellow Star Key. You'll encounter faster, stronger enemies inside the tunnels. Use the L Button to select from Alex's array of powerful spells and finish off the opponents in one fell swoop.

## 13 MELEE IN THE TEMPLE

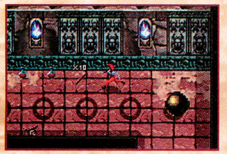




Head north to find a golden chest containing three Scarabs. A swarm of enemies will attack once you enter the room. If you have enough magic power, have Alex cast a spell—Spiritual Hammer is very effective. Have Rick push the sphere in the northwest corner onto the switch, then head south and push another sphere across the room.

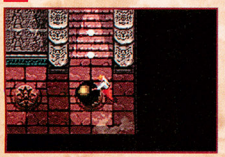



### STICKS AND STONES CAN BREAK SOME BONES

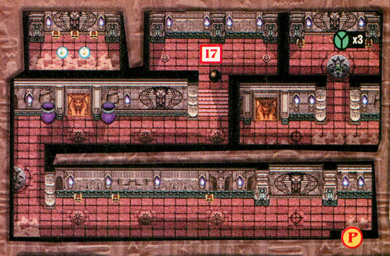


Gather the collection of throwing sticks in the center of the area. Evy can toss the boomerang-like objects when you hold and release the A Button. The sticks help keep fast-moving enemies at bay, and they're useful for moving levers from a distance.

## 14 GETTING A WORKOUT

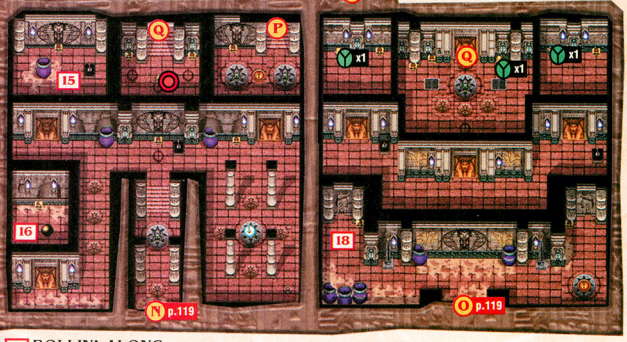


It's time for Rick to do some lever-pulling. Pull two levers to get the Star Key. If you lose Rick or Alex in the process, you'll have to leave the temple and find a Reincarnator.




## 15 ENTER THE BLUE TEMPLE

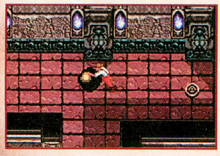
Start by going to the northwest corner and pulling the lever. A door to the south will open, giving you access to a tiny room that houses a sphere. Take a few deep breaths and get ready to do some manual labor.




## 16 HEAVE HO!

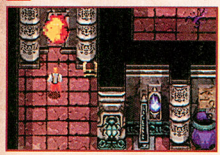
Shove the sphere all the way across the temple, onto the switch in the southeast corner. Collect a few coins in the chests along the way. Three scorpions and two skeletons will emerge near the switch. Cast a magic spell to clear the room swiftly. Once the sphere is in place, a door above will open, giving you access to the second floor.

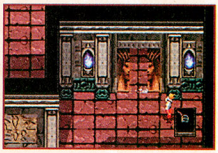
## 17 ROLLIN' ALONG



Traverse the second floor, avoiding the arrows that shoot from the walls. When you reach the sphere, push it onto the switch to the left. A door on the right will open, giving you access to a chest that contains three Scarab Keys. You can shove the sphere onto the second switch. If you want to purchase Magic Bazaars to increase your health and spell meters, shove the sphere onto the second switch.

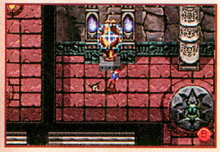
## 18 DON'T OPEN ALL OF THE CHESTS





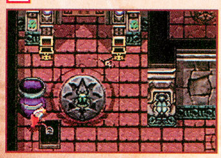
You must exit the temple and reenter from the side doorway. Once inside, Rick can collect the nearby dynamite and use it to blast down the fragile walls. Keep in mind that you can also use dynamite to attack enemies. Pull the levers to access the golden chests that contain Scarab Keys. Beware of the other chests—if you open them, you'll expose enemies. Use the Scarab Keys to get to the red Star Key.

## 19 FEELING THE FIREWIND



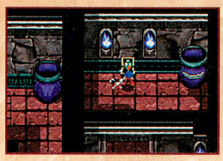
Head toward the red temple in the northwest corner. Before entering, walk through the side doorway to obtain another magic spell. The Firewind spell invokes a devastating gust of wind, damaging all enemies on the screen.

## 20 GIZA'S FINAL TEMPLE



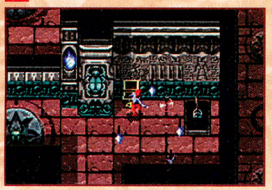
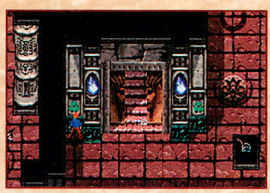
You'll need to do a combination of lever-pulling and Scarab-inserting to open the first door in the temple. Arrows will shoot from the walls at an angle, making it difficult to pass without getting hit. Charging enemies add to the dilemma. Lure the enemies into the main hall and finish them off before moving on.

## 21 BLAST OFF



Loop around the temple until you reach a hallway on the east side. Find the cracked section of the wall, to the immediate right of the torch, and blast it open with dynamite. Pull the lever to collect three more Scarab Keys.

## 22 LONG TOSS

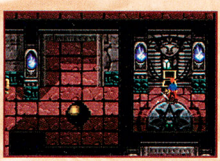
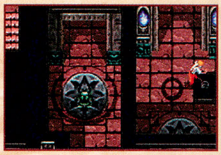



Follow the spiral hallway toward the center of the temple, collecting Scarab Keys along the way. When faced with the four shooting arrows, position Evy across from the lever and throw a stick to open the door below.

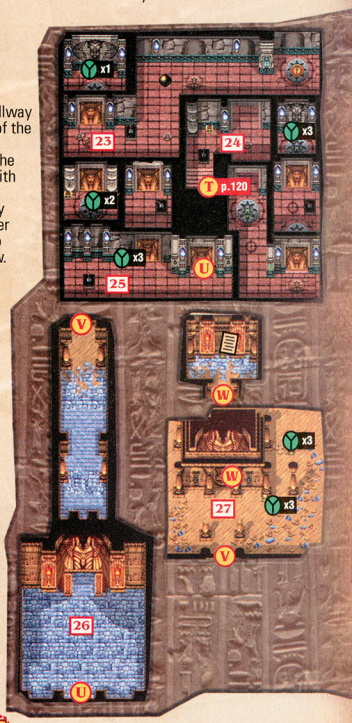
## 23 SELECT A SWITCH

The next section of the temple contains a confusing array of levers and switches. You'll need to roll the sphere around to determine which doors are connected to which switches. Remember, you can stop the sphere by standing in front of it.

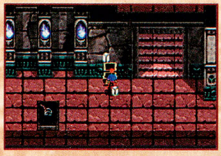
## 24 PUSH AND PULL

Manipulate the sphere until it rests on the far-left switch. Enter the room above to collect some Scarab Keys. Shove the sphere across the temple, onto the far-right switch. Follow the hallway until you reach another room with Scarab Keys. You're almost out.




## 25 MOVIN' ON UP

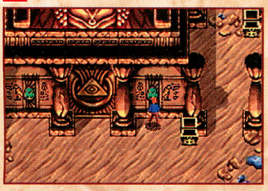


Roll the sphere onto the middle switch so that you can return to the main hall. Use the Scarab Keys to unlock the door. Head up until you reach a large, deserted courtyard. Finally, it's time to greet Imhotep.

## 26 THE BIG BAD BOSS NP

The first confrontation with Imhotep will be painless if you approach it correctly. After each of the boss's fireball attacks, deliver three quick blows. Imhotep will turn into a wind funnel after his third burst of fire. Switch to Alex or Evy and start moving in a zigzag pattern to avoid the tornado. Visit nintendopower.com for more boss-blasting details.

## 27 THE ANCIENT SCROLL



Two golden chests are located to the right of the temple. Collect the six Scarab Keys and open the door to uncover the next ancient scroll. Looks like the O'Connells are off to the Aegean Sea.

# A FAMILY AFFAIR

There are only a few more areas for the O'Connells to explore. After surviving the first two levels, the family should breeze through the rest of the adventure. The Mummy is a fun, mild romp for gamers of any age, and especially for fans of the animated series.

# The Crossing Guardian

Stay up-to-date at www.animal-crossing.com April

## What's the Deal with the Gift-Giving Craze?

As if every animal within spitting distance weren't generous enough, we've heard that a mysterious wave of gift giving has been spreading across the world. Animals are sending more gift-bearing letters than the Post Office can handle, and recipients are getting many hard-to-find things that they can't buy at Tom's store. What's behind the phenomenon? Few recipients are sharing their secrets at this point—we'll bring you more as the story develops.

Some citizens' mailboxes are stuffed with gifts. What's their secret?

### ETM Means Everything to Me, Says Local

If you've visited the Post Office recently, you've seen the ETM, but have you connected with the technology yet? One citizen says that the ETM helped him tap into the gift giving. "I visit it every day," says Preston from Presenti. "Now I have some of the best stuff in town!"

## Have You Seen My Face?

It's been missing since Sept. 16, 2002. If you've seen it, express yourself when we meet on the train! - Blanca

## Grassroots Support for Well-Dweller

"It's totally gnarly!" said TreeDude from DeValley, after his supposed visit from Farley, the legendary well spirit. "His staff, I mean—totally gnarly!" TreeDude's account reflects a growing belief that Farley is more than just fiction. People with a green thumb have seen the white-bearded wonder, but few others have. "Farley's just a figment of some blockhead's imagination," thinks KnowitAl from WiseAcre. But TreeDude believes that Farley's a fact. "Just get on the horn at the wishing well. Talk to the little guy. Farley speaks for the trees!"

Myth-taken identity? Either Farley's real or someone's staging an April Fools' Day hoax.

## Giants of Home Design Rule in April

Run for the hills! Every year at this time, interior decorators quintuple in size—or at least they create the illusion of it by collecting the Tree Model and the Pink Tree Model, then populating their houses with the minitrees. You can get them both and feel gigantic by visiting Tortimer during the Cherry Blossom Festival from April 5th through 7th and then during Nature Day on April 22nd.

## Tom Nook's Special Delivery #4

1mWYg6IfB@&q7z
8XzSNwpfijt76ts

**If you say the password shown above to Tom Nook, you'll receive a rare gift that'll warp the way you think about home design!**

**Let us know what you think of it!**

## NES Gem May Surface on the First

Everyone's still searching high and low for all NES games spread across the land—and we've just heard a hot tip that one of the rarest may be popping up. Where will the new NES game come from? Our source says to stick close to Tortimer on April 1st.

Our source, Deepcoat, met with his secret contact, who wouldn't come out of his shell.

# e-Reader

## Series 3 Stampede!

**Just when we thought that Animal Crossing-e cards couldn't change our game any more, the third series hit stores in March and made us crazy for the latest critters all over again!**

### They Make Our Manors Massive

The NP Krew can't wait to get its hands on the dozens of new Character Cards in Series 3. When we entered the passwords and scanned the first two card series with our e-Reader, Animal Crossing characters mailed us gifts that completed our furniture collections—and we found out lots of bust-a-gut trivia about our fave characters.

Who knows how Series 3 will help us complete our collections? Lucy from Series 2 sent us the Deer Scare (after we entered the password), then the Aiko Figurine (after we scanned her card). Our houses rock!

### Olympic-Sized Minigames

Tug of War, 3-Legged Race and Matchmakers—all found in Series 3—join the Game Cards from the previous series. After you scan a Game Card with the e-Reader, you can scan Character Cards to see how well your favorite animals play the game.

In 3-Legged Race, you'll step into a gunnysack with an animal that you scan in, then press buttons to run along with your buddy.

### New Sounds & Stitches

Series 3 has even more Town Tune Cards and Design Cards that add further color to your world. You'll need the e-Reader to scan the tunes into your Town Melody board and transfer the designs into your design stash at the tailor's shop.

Series 3 expands your wardrobe! With the Hero's Tunic Design Card, you can bring a little Link style into your town and show your friends that you're a Zelda superfan.

### Series 4: The NES Secret

The zoo crew isn't finished making a ruckus! Series 4 hits stores in May, and some of the cards will unlock NES games that you can't access any other way in Animal Crossing. Let the Animal Crossing-e stampede continue!

Finally, there will be a way to unlock Mario Bros. in Animal Crossing! If you get the appropriate Series 4 card, you can scan it with your e-Reader to receive the rare NES game.

**Next issue: big news about the next wave of NES cards for the e-Reader!**

# ARENA

# ARE YOU GAME?

## CHALLENGE

We don't often cover RPGs in Arena, but we've decided to part with tradition and celebrate the release of Skies of Arcadia Legends. We're looking for the dedicated gamer who can get Vyse to the highest level possible. Battle evil until your power is supreme, then take a shot of the your TV screen and send it to the address below.

### SKIES OF ARCADIA LEGENDS

**SMITE YOUR FOES**

**ON THE LEVEL**

We're looking for only Vyse's level, not the levels of the other characters. The best place to get a good shot is on the menu screen that shows your stats.

## METROID PRIME CHALLENGE

Arena received almost 200 entries for the Metroid Prime challenge from Nintendo Power Volume 164, and many people missed breaking into the top five by only a couple of seconds. The five winners listed to the right all had a 100% completion rate in addition to their speedy times.

Special congratulations are in order for Mr. Shay O'Neil from New Mexico. We had NOA Alan submit his highest score to the contest, and it was 4:14 on the dot—which means that Shay not only won the contest, but he actually beat the guy who wrote the Metroid Prime Player's Guide! Now that's some mad gaming skillz!

### NP SCOREBOARD

METROID PRIME: BEST FINISHING TIME (VOLUME 164)

| | |
|---|---|
| Shay O'Neil, New Mexico | 3:58 |
| Teepu Khan, California | 5:03 |
| Michael Williams, California | 5:33 |
| David Leferink, Ontario | 5:57 |
| JJ Hendricks, Colorado | 5:59 |

## ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before **May 5, 2003.**

**SEND YOUR ENTRIES AND IDEAS TO:**

**ARENA @ NINTENDOPOWER.COM**

**NINTENDO POWER ARENA V.167**
**P.O. BOX 97082**
**REDMOND, WA 98073-9782**

### THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v167" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.167, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 5/5/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 06/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 06/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 06/1/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

Disney PRESENTS
Piglet's BIG MOVIE GAME
LITTLE PIGLET...
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BIGGER VIDEO GAME
ADVENTURES!
Explore seven exciting dream worlds!
Collect as many cookies as you can!
Play as Pooh and Tigger too!
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PlayStation 2
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www.gothamgames.com/piglet

LOOK WHAT'S MAKING A SPLASH THIS MONTH!

# TITLE WAVE

**DISNEY'S PARTY**
**EVOLUTION SNOWBOARDING**
**NBA STREET VOL. 2**
**SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN**
**BRUCE LEE: RETURN OF THE LEGEND**
**JAZZ JACKRABBIT**
**MARVEL'S THE INVINCIBLE IRON MAN**
**SEGA ARCADE GALLERY**
**SUPER PUZZLE FIGHTER II TURBO**

EVERYONE
E
CONTENT RATED BY ESRB

## DISNEY'S PARTY

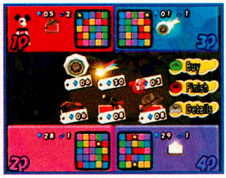
Scrooge McDuck and a cast of Disney characters invite you to join in the four-player fun of Disney's Party. The party features a board game, a minigames-only option and a game for teams of two players. The rules are complex, but Scrooge explains them as you progress.

### POWER PLAY

**By using a Power Note, you can give your character an advantage during a minigame. The effects of the Power Note vary depending on the nature of the game. You'll start with one Power Note and purchase more of them in board game shops.**

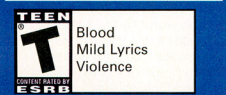
Players must scramble for jewels that pop out of a fountain in one of the game's dozens of minigames. Most minigames test your ability to move quickly, identify items and catch or target them. Be sure to practice the games before you play.

The goal of the board game is to line up your items on your board. You can set up the game to end after you've filled a single row or multiple rows. Stars are better than most other items, because you can place them anywhere.



The main character on each island can purchase items at the island's shop for half price. Before you buy a game board item, note its base color and make sure that it will help you complete a row on your board.

You can influence the flow of the game by selecting spaces around the game wheel. If the wheel stops on your space, you'll earn an item if you're lucky and lose crystals if you're not.




Blood
Mild Lyrics
Violence

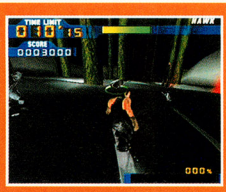
# EVOLUTION SNOWBOARDING

Slip and swing down the slopes in an extreme demonstration of fighting and sliding—Konami's Evolution Snowboarding. Boardroids have taken over the world, but you can stop them over the course of 80 missions with help from 10 real-life snowboarding pros.

Some missions require you to collect a set number of keys. There are more keys on the course than the number you must grab, so don't worry if you miss one.

Kicks, punches and weapon hits all work well against attackers. If you must defeat a number of enemies as part of your mission, go after them early.

Since boss battles can last only until the course ends, you must make every hit count. Go after the bosses with a bat or a chain. You can carry a weapon in each hand.



## POWER PLAY

**Special items, such as the ones that unlock music videos, are surrounded by a green circle. Search for them off the beaten path.**

You'll find shortcuts and alternate routes in nearly every course. Look for rails to grind to reach high paths and barriers to break through. You'll save time and collect useful items by flying through some side paths.

# NBA STREET VOL. 2

EA Sports Big goes back to the playground for a rim-shaking sequel that features a new hip-hop style, updated NBA rosters and a mode that challenges you to rise to the title of Street Legend. Study the moves and make your plays.

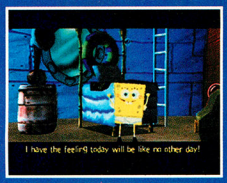
## POWER PLAY

**Your constant goal is to fill the Gamebreaker meter. Blocks, tricks and combos add up. A Gamebreaker will steal from your opponent's score and give you more baller development points after the game.**

You can create a custom baller to add to a team in any mode. You must decide how to divvy up your baller's skill points. Do you want a long-distance specialist, a blocker or a well-rounded player?

NBA Challenge mode allows you to test the street smarts of the game's biggest stars. With victories, you'll earn sweet hook-ups—development points, jerseys and old-school players such as Pete Maravich and George Gervin.

Basketball is a game of rhythm and timing. If you string together combo moves and cap them off with a dunk, you can earn big bonus points and build your Gamebreaker meter by large chunks. Hit the turbo, then shimmy, shake and head for the hole.

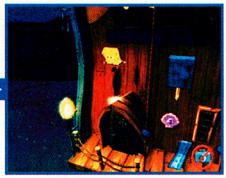



EVERYONE E CONTENT RATED BY ESRB

Comic Mischief

## SPONGEBOB SQUAREPANTS: REVEVENGE OF THE FLYING DUTCHMAN

We can't get enough of SpongeBob Squarepants. THQ's latest adventure is a 3-D delight. When our hero accidentally lets loose a ghostly pirate, SpongeBob must jump and karate-chop his way through seven worlds and 56 challenges to save his friends and his home, Bikini Bottom.



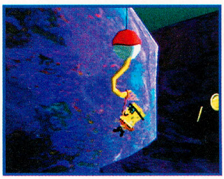
Some items are suspended high in the air—so high that you can't collect them with a normal jump. If you want to add more altitude to your leap, press and hold the R Button to crouch, then press the A Button. SpongeBob will soar.

### POWER PLAY

**Check out the early concept art for a view of the game characters and locations. Open the Extras cabinet in the opening room to find the Stills Gallery.**

Your main goal is to collect all letters in every world. Some of the letters are hidden—consult your To Do list often for clues.

After you achieve all of the goals in a world, you'll land on a sliding puzzle. Body-slam the puzzle pieces to make them slide. Once you complete the puzzle, you'll move on.



SpongeBob has three special costumes that will help you get to hard-to-reach places. Switch to the Fishing Gear outfit in Bikini Bottom to grab on to suspended hooks.

## BRUCE LEE: RETURN OF THE LEGEND

EVERYONE E CONTENT RATED BY ESRB

Violence

The greatest martial artist of the 20th century kicks his way into the 21st century with a kung fu spectacle from Universal Interactive. Lee stars as Hai Feng, a fighter who must avenge the death of his teacher. As you guide the hero through nine acts of pure side-scrolling action, you'll pull off a large collection of fighting moves—punches, kicks, blocks, back punches, split kicks and more.

### POWER PLAY

**Most acts end in boss battles. You'll often gain the advantage while fighting a Yakan leader if you surprise him with an attack from above. Climb up, wait for a moment when your opponent is looking the other way, then drop and fight.**

Bruce Lee was the master of fast and frenzied combat. His video game alter ego is every bit as swift. Press the buttons quickly and repeatedly for blurring attacks.

Weapons give you reach, but their use is limited. Use them sparingly. If an enemy knocks you down, you'll drop your weapon. Pick it up and continue the fight.

A running leap will allow you to cover more distance than a standard jump will. Tap the Control Pad twice in the direction that you want to jump, then press A.

Some missions will end with failure if you are detected. Watch the guards' patrol patterns and duck into dark recesses when they're not looking.

EVERYONE

E

CONTENT RATED BY ESRB

Violence

# JAZZ JACKRABBIT

Planet-hopping bunny Jazz Jackrabbit is in a heap of trouble in Jaleco's 24-level side-view shooter. It's up to you to guide Jazz from one zany mishap to the next and battle kooky chameleons, Saurians and other clueless creatures. If you save your Space Credits, you'll be able to buy advanced firepower at Zoe Cottontail's weapons depot. You'll find seven weapons in all.

## POWER PLAY

**Up to four players can link GBAs and participate in tournaments using a single Game Pak. If every participant has a Game Pak, you can choose any of 11 tournament environments. It's a fast-paced frag frenzy.**

By pressing the B Button while Jazz is in midair, you can spin his ears like helicopter blades and slow his fall. The maneuver is essential for crossing long gaps. In addition, you can avoid damage from long drops by spinning Jazz's ears at the last second.

The flamethrower is the most powerful weapon in your arsenal, but it burns through fuel in a hurry.

Press the L Button to release Carrot Grenades—the weapons with the longest range. Toss them when enemies aren't looking.

EVERYONE

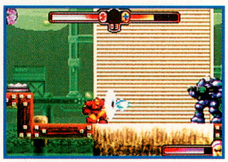
E

CONTENT RATED BY ESRB

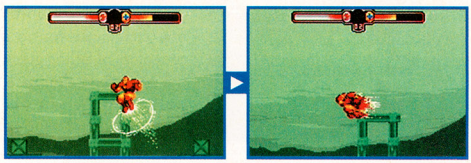
Violence

# MARVEL'S THE INVINCIBLE IRON MAN

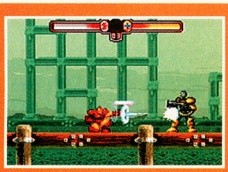
Marvel's The Invincible Iron Man, from Activision, is a seven-stage comic book action thriller. Thieves have taken Tony Stark's Iron Man armor, but luckily he has a spare. You must stop the villains before they use the suit's powers for their own evil purposes. Blast off for adventure!



You can charge your blaster for an extrapowerful shot by pressing and holding the B Button. If your weapons charge is depleted, wait in a safe area while it recharges.

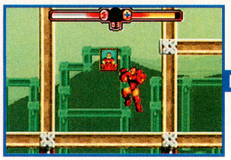


A tap of the A Button while you're in midair will give you an additional upward rocket boost. Press the R Button while you're in the air or on the ground to jet forward. You'll need both types of boosts to traverse extra-wide gaps.



## POWER PLAY

**When you're at the same level as your enemies, you can avoid their fire and hit them with your own blasts by kneeling. Press Down on the Control Pad and fire away.**



You'll find Iron Man icons scattered in hard-to-reach places throughout the levels. By collecting them, you will unlock comic book images. You'll find the images and descriptions of their subjects in the Bonus menu's Gallery.

EVERYONE
E
CONTENT RATED BY ESRB
Violence

# SEGA ARCADE GALLERY

Four fast-paced classics from the golden age of arcade games make Sega Arcade Gallery, from THQ, an action-packed masterpiece. After Burner, Out Run, Space Harrier and Super Hang-On were groundbreaking 3-D games when they were released in the early '90s, and they're still tons of fun. Select your favorite nostalgic speed sim and strap in for a wild ride.

## POWER PLAY

**The default control schemes for Space Harrier and After Burner make you press Down to move up and press Up to move down. If that's counterintuitive, you can reverse the scheme by selecting Control Type B.**

When you're locked on to a bogey in After Burner, square brackets will surround the target. That's your cue to let loose a missile. If you're not locked on, stick to your guns.

The maximum speed for Out Run's low gear is 193 kilometers per hour. Press the R Button to shift into high gear as you approach 190, and stay in the middle of the road.

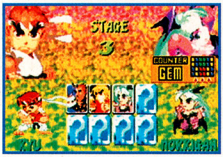
There's no advantage to staying on the ground in Space Harrier. On the ground you'll have to deal with both obstacles and enemies. Take to the sky.

You'll top out at 280 kilometers per hour using the normal accelerator in Super Hang-On. If you need more speed, press and hold the R Button.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

# SUPER PUZZLE FIGHTER II TURBO

Super Street Fighter II battlers collide with characters from Capcom's Darkstalkers series in a spirited action-puzzler that challenges you to match the colors of falling gems. Fuse the gems then eliminate them with Crash Gems to pull off big moves and clutter your opponent's field.




In Arcade Mode, you'll take on a series of eight opponents, each one more wily than the last. Try to create chains early to put your opponents in a defensive position.

Street Puzzles are challenging matches against advanced opponents. If you win a Street Puzzle match, you'll earn a bonus, such as a hidden character or a new mode.

## POWER PLAY

**Every character drops Counter Gems in a set pattern. Memorize the patterns shown on the character-select screen and arrange your gems to match your opponent's Counter Gem pattern.**

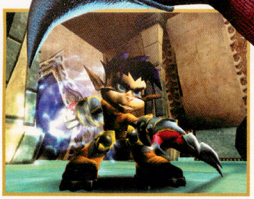
Two can play the game. Linked matches require two GBAs, two Game Paks and a Game Boy Advance Game Link Cable. Two players can also play on the same GBA using simplified controls.

Street Puzzle mode lets you unlock features, such as Master Arcade mode. Master Arcade opponents are very fast, and they show no mercy. Be prepared for a brutal match.

You can unlock secret codes by winning certain Street Puzzle matches. Codes enable you to select hidden characters. You'll find all unlocked secret codes in the Goodies menu.

NO COINS. NO RINGS.

# PLAYTIME IS OVER!



VEXX™

**His world overthrown, his people imprisoned, his family murdered. Vexx, Astara's slave-turned-savior, has one thing on his mind...REVENGE!**

**⁺Over 70 objectives across 9 extraordinary worlds. ⁺Uncover deadly attack combos and special abilities.**

**⁺Enemies morph into more evil forms as the light of day wanes.**

VEXXTHEGAME.COM

TEEN T CONTENT RATED BY ESRB — Violence

XBOX | NINTENDO GAMECUBE | PlayStation.2 | Acclaim

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# NOW PLAYING

## POWER GUIDE TO THE LATEST RELEASES APRIL 2003

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

## THE LEGEND OF ZELDA: THE WIND WAKER

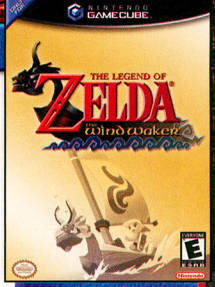
**The Wind Waker's adventure, action and humor are the stuff of legends.**

With graphics that resemble the art of an animated film, compelling game play and a story that brings a new legend to a classic series, The Legend of Zelda: The Wind Waker is the game that GCN adventure fans have been waiting for.

Step into the shoes of a young hero, set sail for parts unknown, solve puzzles, collect items and battle challenging foes as you endeavor to save Princess Zelda and your lost sister, Aryll. After you hitch a ride on a pirate ship, you'll acquire your own boat, the *King of Red Lions*, and the Wind Waker, a device that gives you control over the forces of nature. The Wind Waker, like the Ocarina of Time, allows you to play tunes and conjure magical spells. In addition to playing the right notes, you must set the correct tempo and follow the rhythm of the compositions.

You'll also collect tools—a grappling hook, bombs, a boomerang and more—and use them to make your way through one ingenious puzzle after the next.

**COMMENTS:** **George**—The Wind Waker defines the five-star rating. The play control and puzzles are stunning. The story is dramatic, funny and often touching and the graphic style is nothing short of amazing. **Steven**—A masterpiece of style and storytelling, The Wind Waker breathes miraculous life in to the fantasy adventure genre. **Jessica**—The unique and often humorous personalities of each character you meet come to life like never before in a Legend of Zelda game, creating an unforgettable and magical experience. **Steve**—The Wind Waker has taught me a valuable lesson—have faith. Despite my initial doubts, the new art style works brilliantly, perfectly framing the most enjoyable game play experience I've had since Ocarina of Time.




- Nintendo 12
- 1 player

| | |
|---|---|
| ALAN | ★★★★★ |
| CHRIS | ★★★★★ |
| JESSICA | ★★★★★ |
| STEVE | ★★★★★ |
| STEVEN | ★★★★★ |

EVERYONE
E
CONTENT RATED BY ESRB
Violence

# THE SIMS

## A modern PC classic starts a new life on the Nintendo GameCube.

The top-selling PC game series, The Sims, has crossed over to the GCN with new modes, activities, characters and items. The new Get a Life mode challenges you to guide a single Sim through life's big moments—moving out of the house, finding a job, getting married, and so on. Unlike the traditional Play The Sims mode, Get a Life mode has players progress through levels and achieve goals to advance. As you accomplish your goals and earn money, you can unlock and purchase items that allow you to engage in more activities.

The PC version is a 2-D game with an angled overhead view of the action. The GCN version is presented in 3-D. You can freely rotate your view and zoom in and out with the C Stick. The graphics are clear and detailed, but the icons that indicate your character's status are small, complex and difficult to read.

In addition to playing Get a Life mode, and the more open-ended Classic mode, you can invite a friend to cooperate or compete in two-player split-screen modes.

**COMMENTS:** **Alan**—Strategy fans and Animal Crossing lovers should give The Sims a serious look. At first I wasn't thrilled with the idea of cleaning spills and running to the bathroom every few minutes, but once you get deep into the game, it becomes a lot of fun. **Jessica**—As if your own life weren't complicated enough, now you can control and improve the life of your very own Sim on the GCN. **Steve**—The new Get a Life mode adds structure to the experience, and the two-player modes are an absolute blast. **Steven**—An addictive game that permits an impressive amount of tailoring, creating more replay value than almost all other games under the sun.

- EA 30
- 1 to 2 players simultaneously

| | |
|---|---|
| ALAN | ★★★★ |
| GEORGE | ★★★★ |
| JESSICA | ★★★★ |
| STEVE | ★★★★ |
| STEVEN | ★★★★ |

TEEN T — CONTENT RATED BY ESRB

Comic Mischief
Mature Sexual Themes
Mild Violence

# GOLDEN SUN: THE LOST AGE

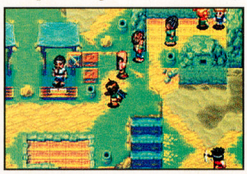
## The Golden Sun story continues with a twist in a shining sequel.

The luminous graphics, amazing special effects and epic story that made Golden Sun a huge Game Boy Advance hit are back and brighter than ever in Golden Sun: The Lost Age. Picking up where the original game ended, The Lost Age takes a look at the saga from a new perspective. Felix, who was depicted as a villain in the first game, is the protagonist in The Lost Age. The heroes from the first game play secondary roles.

If you completed Golden Sun, you can use a password from it to transfer much of your character data into the new game. Vetrans will also have a head start because they already know the relationships between the characters and their places in the saga.

If you're new to the Golden Sun series, you'll be able to catch up during the prologue, which recaps the original game's story. There are many story elements to learn, but you can have fun playing the game even if you don't understand every nuance.

The Lost Age introduces several new kinds of Psynergy, tons of new Djinn that you can use to summon powerful forces and the new concept of multielemental Summons.



**COMMENTS:** **Jessica**—Golden Sun: The Lost Age picks up flawlessly where its predecessor left off, giving gamers a deeper look into the story line and characters. Building on every element of the first title, The Lost Age adds a new dimension to the world of Golden Sun with new characters, lands, Djinn and Psynergy. **Chris**—The noncombat puzzles are difficult and rewarding, and the item list is humongous. **Alan**—Not only is this a fantastic RPG, but it's arguably better than the first game. Add to that the best graphics on the GBA, a gigantic sound track and a massive, twisting story line and you have a winner.

- Nintendo/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

| | |
|---|---|
| ALAN | ★★★★★ |
| CHRIS | ★★★★★ |
| JESSICA | ★★★★½ |
| STEVE | ★★★★½ |
| STEVEN | ★★★★★ |

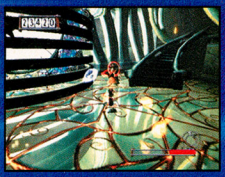
EVERYONE E — CONTENT RATED BY ESRB

Violence

## RAYMAN 3: HOODLUM HAVOC

- Ubi Soft
- 1 player

Comic Mischief
Violence



The peaceful Lums have transformed into Hoodlums in the wacky world of Rayman. With wise-cracking frog-fly Murfy giving you advice, you must make your way to the Dark Lum Lord and restore peace. Following in the footsteps of past Rayman games, Rayman 3 features beautiful graphics, solid platform game play and tight play control. At times, the camera shows the action at awkward angles, but for the most part it's spot-on.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## DISNEY'S PARTY

- EA
- 1 to 4 players simultaneously

Sophisticated graphics and familiar characters make Disney's Party overflow with personality. You can play a board game in any of eight themed lands or skip straight to the minigames. The board game may be a little too complex for young players, and the pacing is slow, with much too much rule explanation. The minigames are fun, but some of them are quite confusing and more challenging than most party game minigames.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## EVOLUTION SNOWBOARDING

- Konami
- 1 to 2 players simultaneously

Blood
Mild Lyrics
Violence

With music by heavy metal band Slipknot and game play that emphasizes fighting enemies over pulling off tricks, Evolution Snowboarding is a hard-edged hybrid that doesn't fully succeed at being either a battler or an extreme-sports racer. The game offers 80 missions in eight environments, 10 pro snowboarders and boss battles against cool characters, but the graphics are subpar, the story is muddled and the missions are repetitive.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## NBA STREET VOL. 2

- EA Sports Big
- 1 to 4 players simultaneously

Energy, action and street-ball style make NBA Street Vol. 2 every bit as exciting and funny as the original game. EA's second take on b-ball perfection brings gamers an updated NBA roster, new courts in five cities, new street ballers and Be a Legend mode, which challenges you to reach for the top of your city's basketball heap. Basic game play has not changed from the original—if it ain't broke, don't fix it.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

## BATMAN: DARK TOMORROW

- Kemco
- 1 player

Violence

Batman: Dark Tomorrow is more fun to watch than to play. As you attempt to swing from rooftop to rooftop, navigate the crime-ridden underbelly of Gotham or battle the likes of Black Mask, Ratcatcher and Mr. Freeze, the camera switches from one position to the next in a disorienting display. The story, cinema scenes and rendered graphics are in keeping with the Batman franchise, but the game suffers greatly from its difficult control scheme.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## TOM CLANCY'S GHOST RECON

- Ubi Soft
- 1 to 2 players simultaneously

Blood and Gore
Violence

In the not-so-distant future, the U.S. Army sends an elite unit to neutralize a developing situation before it turns into a full-scale war. As the leader of the squad, you must take your unit through 15 missions of wide-open first-person-perspective action while minimizing your team's casualties. The dozens of weapons at your disposal include the M16A2 and M4 Carbine. A radar display shows enemy positions—unrealistic, but useful.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## ALL STAR BASEBALL 2004

- Acclaim/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

The great graphics and simple but solid play control of Acclaim's All-Star Baseball 2003 for the GBA are practically untouched in the 2004 edition. In fact, the only major change between the versions is 2004's updated MLB team rosters. The game still has the same full set of play modes and unlockable trading cards, and—unfortunately—the difficulties with manual fielding. It's a fun baseball sim, but not a grand slam.

ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★½
JESSICA ★★★½
STEVE ★★★½

## HIGH HEAT MAJOR LEAGUE BASEBALL 2004

- 3DO/64 Megabits
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB

One of the most critically acclaimed baseball game franchises takes a big leap forward in its 2004 GBA edition. The game brings new graphics, smooth animation and a behind-the-plate view that puts you right into the action. The strike-zone box and interface elements that most games use to show where the ball and bat will intersect are missing from High Heat MLB 2004, but they are not missed. The game is intuitive and fun.

ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★★
JESSICA ★★★★
STEVE ★★★½

## MLB SLUGFEST 20-04

- Midway/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Mild Violence

The first GBA game in Midway's MLB SlugFest series boasts clean graphics and big characters. It doesn't carry over any of the wacky announcer speech from the GCN version, however, or even stadium announcements. Pitching and hitting play control are intuitive, but fielding control is sorely lacking. The close-up view of the action makes finding and running for the ball difficult, so you can expect a lot of high-scoring games.

ALAN ★★½
CHRIS ★★★
GEORGE ★★★
JESSICA ★★★
STEVE ★★

## RAYMAN 3: HOODLUM HAVOC

- Ubi Soft/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Mild Violence

When Rayman's pal, Globox, swallows the leader of the Dark Lums, everything goes horribly awry. You must guide Rayman through four huge worlds to set things straight. The graphics are clear and colorful, and the play control is tight. Two players can play Single-Pak Game Link games and as many as four players can play Multi-Pak Game Link games. All of the options add up to a versatile and fun platform game.

ALAN ★★★★
GEORGE ★★★★
JESSICA ★★★½
STEVE ★★★★½
STEVEN ★★★★½

## HAMTARO: HAM-HAM HEARTBREAK

- Nintendo/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Huggable Hamtaro moves to the GBA with an all-new adventure that features updated graphics, new Ham Chat words and a companion named Bijou. When Hamtaro and Bijou accomplish match-making goals, their Love Meter grows and strengthens the bond between the pair. A strong bond leads to the discovery of valuable gems in rocks. It's a cute, enjoyable game that is suitable for young players.

ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★★
JESSICA ★★★★
SCOTT ★★★½

## MEGA MAN & BASS

- Capcom/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Violence

The Mega Man Battle Network games have steered Capcom's Mega Man franchise into RPG territory, but Mega Man & Bass is firmly planted in the blue bomber's action-packed side-scrolling past. Tear through more than a dozen challenging stages as either Mega Man or his rapid-firing friend, Bass, and take on the Robot King's robot masters. Along the way you'll find 100 hidden CDs that hold enemy data.

ALAN ★★★★
GEORGE ★★★★
JESSICA ★★★★
SCOTT ★★★½
STEVEN ★★★★½

## BRUCE LEE: RETURN OF THE LEGEND

- Universal/64 Megabits
- 1 player

EVERYONE E — Violence

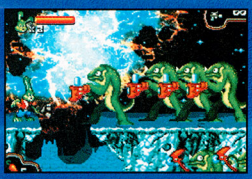
Martial arts legend Bruce Lee returns for nine stages of side-scrolling, thumb-blistering fun in a fast-paced fighter. The play control is tight and the fighting moves are numerous. Lee's character, Hai Feng, can execute split kicks, wall flips and rolling punches. He can also use weapons and navigate areas unnoticed by using the fine art of stealth. Unlockable features include alternate costumes.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

## JAZZ JACKRABBIT

- Jaleco/32 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E — Violence



Space bunny Jazz Jackrabbit takes on a galaxy of alien warriors over the course of 24 side-scrolling action levels. The character runs, jumps, hovers and fires a variety of high-tech weapons in a game with good but not outstanding graphics and great play control. Multiplayer tournaments pit rabbit against rabbit in a free-for-all frag fest. Single-Pak multiplayer games consist of four levels. Multi-Pak games offer 11 levels.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## SUPER PUZZLE FIGHTER II TURBO

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Single-Pak multiplayer options
- Multi-Pak Game Link

EVERYONE E — Mild Violence

Super Puzzle Fighter II Turbo belongs at the top of the color-matching puzzle game heap, along with Pokémon Puzzle League. As stylized versions of Super Street Fighter II and Darkstalkers characters duke it out, you must arrange falling gems and match them with Crash Gems to clear your side of the field and clutter your opponent's side. Two players can link or play simultaneously on the same GBA.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

## ANIMAL SNAP

- AIA/32 Megabits
- 1 player

EVERYONE E

Once all of the rules are explained, Animal Snap can be a fun tile-matching puzzle game for very young players. Tiles are stacked in 10 configurations. You must clear the tiles from the top of the stack by finding matching pairs. If you find matches for five lettered tiles, you can unlock a bonus game that is similar to arcade classic Breakout. The graphics are clear and appropriate for the game's intended audience.

ALAN
GEORGE
SCOTT
STEVE
STEVEN

## CABELA'S BIG GAME HUNTER

- Activision/64 Megabits
- 1 player

TEEN T — Violence

You'll spend most of your playing time in Cabela's Big Game Hunter looking for the moose, deer, bears and other game that inhabit 16 locations. After studying a map, you can drop into an area and scan for prey. If you don't find any game, you must return to the map and try a different location. All of the locations on a given map are identical. You have six rifles, calls and scent sprays at your disposal.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

## DAREDEVIL

- Encore/32 Megabits
- 1 player

EVERYONE E — Violence

The man without fear leaps into action in Encore's 23-stage game based on the recent *Daredevil* film. Daredevil can punch, kick, attack with a club, jump and double-jump as he takes on a field of foes that includes Elektra and Kingpin. Action takes place on streets, on buildings and on moving traffic. The graphics are colorful and detailed, but the characters are small. Extras include black-and-white movie stills.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## DEMON DRIVER

- AIA/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Drive fast for thrills and profit in Demon Driver from AIA. You can choose from eight types of cars and race on 32 tracks. Each car has different speed and handling. By collecting coins you can accumulate cash to purchase a better engine, brakes, cooling system or tires. The overhead view of the action doesn't offer a sense of real-life racing danger, but it does provide a clear view of your car and the track.

CHRIS
GEORGE
JESSICA
SCOTT
STEVE

## DORA THE EXPLORER: THE SEARCH FOR PIRATE PIG'S TREASURE

- NewKidCo/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Popular Nick Jr. explorer Dora debuts on the Game Boy Advance with a side-scroller that should be fun and challenging for young players. Guide Dora and her pal, Boots, through nine locations such as Blueberry Hill and Spooky Forest in search of lost treasure. Dora's backpack holds a collection of items that will help you advance. When Swiper the fox shows up, you must chase him away before he runs off with the treasure.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

## F1 2002

- Destination/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

The GBA version of EA's GCN F1 racer presents loud and fast pro-circuit action. Choose from 11 vehicles and run through a season or participate in your choice of more than two dozen tournaments. The game gives you some assistance on tight corners by automatically pointing your vehicle into the turns. Unlike some racing sims, F1 2002 does not allow you to refit your vehicles or upgrade them as the season advances.

ALAN
CHRIS
GEORGE
SCOTT
STEVE

## HARDCORE PINBALL

- Telegames/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Four basic pinball tables make Hardcore Pinball a fun but limited pinball experience. Each table communicates a theme—space stations, soccer, robots or vintage cars—with detailed backgrounds and colorful bumpers. The play control is responsive and the tables are well-designed. Fans of straight-ahead pinball without video game frills will give Hardcore Pinball a high score.

CHRIS
GEORGE
JESSICA
SCOTT
STEVE

## INTERNATIONAL KARATE PLUS

- AIA/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Violence

International Karate Plus is a simple one-on-one fighting game with awkward controls and choppy animation. Every battle takes place in the same location with the same three fighters. If you are one of the top two battlers at the end of a round, you can move on to the next round. If you win a match, you'll participate in a bonus stage that challenges you to deflect bouncing balls or bombs.

CHRIS
GEORGE
SCOTT
STEVE
STEVEN

## KARNAAJ RALLY

- Jaleco/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Gambling, Mild Violence

Cutthroat competition and fierce racing tactics make Karnaaj Rally an exciting battle-racer. Select a car, then purchase better tires, a more powerful engine, rockets or mines. The first set of the game's 22 tracks and 14 vehicles have a prehistoric theme, and the themes become more recent as you advance. The detailed 3-D graphics are shown from above for a clear view of the action.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## MONSTER BASS FISHING

- AIA/32 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

Drop a line in your choice of five lakes and try to reel in the big one in AIA's Monster Bass Fishing. You can use nine lure types to attract and catch seven kinds of fish. The challenge is in choosing a good spot on the lake and bringing in the fish with the right touch once the fish is on the line. Fishing fans will enjoy the realistic scenery and fish behavior. Non-fishers are likely to find the game play repetitive.

ALAN ★★½
GEORGE ★★★½
JESSICA ★½
STEVE ★★½
STEVEN ★★★½

## THE MUPPETS: ON WITH THE SHOW

- TDK/64 Megabits
- 1 player

EVERYONE — Comic Mischief — CONTENT RATED BY ESRB

The Muppet Show comes to the GBA with all of your felt favorites including Kermit, Miss Piggy, the Swedish Chef and comical curmudgeons Statler and Waldorf. The game features seven minigames in the form of variety acts on the show. The activities are simple enough for young players to understand, but engaging enough for all players to enjoy. The graphics are perfectly detailed and the play control is intuitive.

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★★
STEVE ★★★½
STEVEN ★★★★½

## PINBALL TYCOON

- AIA/32 Megabits
- 1 to 4 players alternating

EVERYONE — CONTENT RATED BY ESRB

Although the name suggests that Pinball Tycoon has resource-management aspects along the lines of Roller Coaster Tycoon, it is a basic pinball game with a choice of four tables. Each table has a tycoon-related theme—the California gold rush, oil drilling, movie making or Las Vegas gambling. All tables offer pinball action with few frills. Up to four players can compete using a single GBA.

ALAN ★½
CHRIS ★★★½
GEORGE ★★½
STEVE ★★½
STEVEN ★★½

## SEA TRADER: RISE OF TAIPAN

- Jaleco/32 Megabits
- 1 player

TEEN — Mild Violence, Use of Alcohol — CONTENT RATED BY ESRB

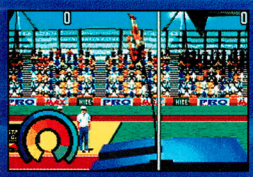
Offering engaging game play but very little action or animation, Sea Trader: Rise of Taipan is a solid resource-management sim. The object is to buy and sell goods at five Asian ports while playing the market to make a profit. You can use your earnings to upgrade your ship and face off against pirates at sea. The first mate you choose gives you a headstart in either trading, navigation or your ship's seaworthiness.

ALAN ★★★★½
GEORGE ★★★★½
JESSICA ★★★½
STEVE ★★★½
STEVEN ★★★½

## STADIUM GAMES

- AIA/32 Megabits
- 1 to 2 players alternating

EVERYONE — CONTENT RATED BY ESRB



An unusual mix of six events, including a football field-goal-kicking contest and a skeet-shooting competition, make Stadium Games a unique sports game. The football, javelin, hammer throw, archery and pole vault events each use a somewhat confusing control system that tests your timing. The skeet shooting event uses a more traditional aim-and-fire control method. Success will earn you a bonus event.

ALAN ★★½
CHRIS ★★½
GEORGE ★★½
STEVE ★★½
STEVEN ★★½

## STRIKE FORCE HYDRA

- AIA/32 Megabits
- 1 player

EVERYONE — Violence — CONTENT RATED BY ESRB

Old-school-style overhead shooter Strike Force Hydra challenges you to survive eight multistage levels while battling 45 types of enemies. Your hovership has a blaster, enemy-seeking missiles, a thrust option for extra speed and the ability to jump out of the way of danger. Although the graphics are very basic, they show a clear view of the action. The game play is also basic, but exciting and fun.

CHRIS ★★½
GEORGE ★★★½
JESSICA ★★½
STEVE ★★★½
STEVEN ★★★½

## SUPER BUBBLE POP

- Jaleco/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

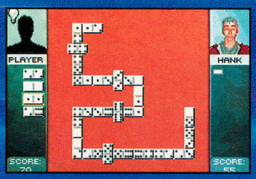
Colored spheres inch toward the edge of a checkered play field as you toss more spheres into the mix and match their colors to make them disappear. The GBA version of Super Bubble Pop is identical to the GCN version, with the same DJs and 150 puzzling levels. The sphere-stacking action is fast, but much less engaging than similar puzzle games such as Super Puzzle Fighter II Turbo.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## ULTIMATE BRAIN GAMES

- Telegames/32 Megabits
- 1 to 2 players alternating

EVERYONE E CONTENT RATED BY ESRB



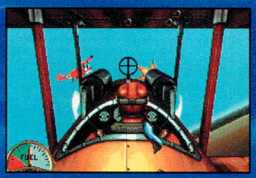

With low-frills versions of eight classic board games—chess, checkers, backgammon, mahjong, dominoes and more—Ultimate Brain Games is a fun collection with good, simple graphics and solid AI. You can create and save a playable character and customize his or her face. The game keeps track of your wins, losses and winning percentage. Five skill levels ensure that every game is a challenge.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

## WINGS

- Metro3D/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Mild Violence



Flight sim Wings joins Defender of the Crown in the ranks of classic PC-style games on the GBA. Wings offers 220 missions packed with World War I history. You can participate in either side of the conflict—Allies or Axis. Missions include first-person-view dogfights and overhead-view bombing and strafing runs. Visibility is severely limited in both views, however, and the game offers no navigational aid.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

## KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

## CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

## ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD C CONTENT RATED BY ESRB — Early Childhood
TEEN T CONTENT RATED BY ESRB — Teen (13+)
ADULTS ONLY A CONTENT RATED BY ESRB — Adult (18+)
EVERYONE E CONTENT RATED BY ESRB — Everyone
MATURE M CONTENT RATED BY ESRB — Mature (17+)
RATING PENDING RP CONTENT RATED BY ESRB — Rating Pending

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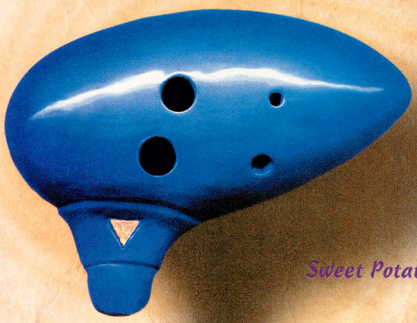

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# THE NINDEX

## GAME INDEX VOLUME 167—APRIL 2003


Advance Wars 2: 85
Animal Crossing: 122-123
Animal Snap: 136
All-Star Baseball 2004 (GCN): 43
All-Star Baseball 2004 (GBA): 46, 135
Backyard Baseball (GCN): 44
Bad Boys II: 20
Baldur's Gate: Dark Alliance: 74
Batman: Dark Tomorrow: 134
Blood Omen 2: 75
Bruce Lee: Return of the Legend: 128, 136
Butt-Ugly Martians: B.K.M. Battles: 73
Cabela's Big Game Hunter: 136
Castlevania: Aria of Sorrow: 22
Crazy Taxi (GBA): 24
Crouching Tiger, Hidden Dragon: 24
Daredevil: 136
Dead to Rights: 71
Demon Driver: 137
Die Hard: Vendetta: 71
Disney Sports Skateboarding (GBA): 73
Disney's Party: 126, 134
Donkey Kong Country: 23
Dora the Explorer: The Search for Pirate Pig's Treasure: 137
Dr. Muto (GCN): 73
Drome Racers: 24
Enter the Matrix: 62-65
Evolution Snowboarding: 127, 134
F1 2002 (GBA): 137
F-Zero (GCN): 25
Final Fantasy: Crystal Chronicles: 82-83
Final Fantasy Tactics Advance: 84
Fire Emblem: Sword of Rage: 84
Frogger's Adventure 2: The Lost Wand: 73
Golden Sun: The Lost Age: 100-108, 133
Hamtaro: Ham-Ham Heartbreak: 94-97, 135
Hardcore Pinball: 137
High Heat Major League Baseball 2004 (GBA): 47, 135
The Hobbit: 50
Ikaruga: 22
The Incredible Hulk: 20
International Karate Plus: 137
Jazz Jackrabbit: 129, 136
Jet Grind Radio: 24
Karnaaj Rally: 137
Kirby's Air Ride: 25
Lady Sia II: 24
The Legend of Zelda: The Wind Waker: 52-61, 132
The Lord of the Rings: The Two Towers (GCN): 71
Marvel's The Invincible Iron Man: 129
Medabots: Metabee Version: 86-87
Medabots: Roshuko Version: 86-87
Mega Man & Bass: 110-114, 135
Metroid Prime: 124
Minority Report (GCN): 76
MLB Slugfest 20-04 (GCN): 45
MLB Slugfest 20-04 (GBA): 48, 135
Monster Bass Fishing: 138
The Mummy: 116-121
The Muppets: On with the Show: 138
NBA 2K3: 73
NBA Street Vol. 2: 127, 134
Nightmare Creatures 3: Angel of Darkness: 20
Outlaw Golf: 74
Piglet's BIG Game: 21
Pikmin 2: 25
Pinball Tycoon: 138
Pitfall Harry: 24
Pokémon Ruby: 32-41
Pokémon Sapphire: 32-41
Radium: 21
Rayman 3: Hoodlum Havoc (GCN): 78-81, 134
Rayman 3: Hoodlum Havoc (GBA): 135
Rocket Power: Beach Bandits: 75
Sea Trader: Rise of Taipan: 138
Sega Arcade Gallery: 130
Shining Soul 2: 85
The Sims: 133
Skies of Arcadia Legends: 124
Sonic Adventure DX: 22
Sonic Mega Collection: 72
Soul Calibur 2: 25
Space Channel 5: 24
Sphinx: 21
Splinter Cell (GBA & GCN): 21
SpongebBob SquarePants: Revenge of the Flying Dutchman (GCN): 128
*Star Wars* Bounty Hunter: 70
*Star Wars*: The Clone Wars: 71
Stadium Games: 138
Strike Force Hydra: 138
Super Bubble Pop: 139
Super Puzzle Fighter II Turbo: 130, 136
Tak and the Power of the Juju: 21
Tiger Woods PGA Tour 2003: 74
Tom Clancy's Ghost Recon: 134
Tony Hawk's Pro Skater 4 (GCN): 75
TransWorld Surf: 24
Turok: Evolution (GCN): 75
Ultimate Brain Games: 139
Ultimate Muscle: The Kinnikuman Legacy: 21
Urban Yeti!: 74
Wario Ware, Inc.: 23
Wing Commander: The Prophecy: 24
Wings: 139
X2: Wolverine's Revenge (GCN): 88-91


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### ADVENTURE
Animal Crossing
Batman Vengeance
Blood Omen 2
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Eternal Darkness: Sanity's Requiem
FireBlade
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The Legend of Zelda: Ocarina of Time/Master Quest
The Lord of the Rings: The TwoTowers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Fox Adventures
*Star Wars* Bounty Hunter
*Star Wars*: The Clone Wars
*Star Wars* Rogue Squadron II: Rogue Leader
Universal Studios Theme Parks Adventure
Zapper

### ARCADE/PARTY
Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

### FIGHTING
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Super Smash Bros. Melee
UFC Throwdown
WWE Wrestlemania X8
X-Men: Next Dimension

### PLATFORM
Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Pac-Man World 2
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

### PUZZLE
Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

### RACING
18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Burnout
Cel Damage
Crazy Taxi
Driven
Extreme G 3
F1 2002
Freekstyle
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Wave Race: Blue Storm
Wreckless: The Yakuza Missions

### RPG
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
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Skies of Arcadia Legends
Summoner: A Goddess Reborn

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Dead to Rights
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James Bond 007: Agent under Fire
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Medal of Honor: Frontline
Men in Black II: Alien Escape
*Star Wars* Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
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### SPORTS
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Football
Beach Spikers
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Disney Sports Football
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ESPN International Winter Sports 2002
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Evolution Snowboarding
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Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
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Madden NFL 2003
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NBA 2K2
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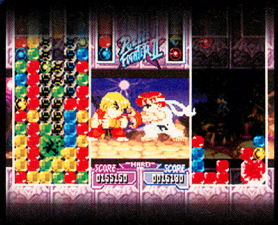
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL 2K3
NHL 2003
NHL Hitz 20-02
NHL Hitz 20-03
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

# HIGH ENERGY PUZZLE PERFECTION



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EVERYONE
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CONTENT RATED BY ESRB
Mild Violence

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# NEXT ISSUE

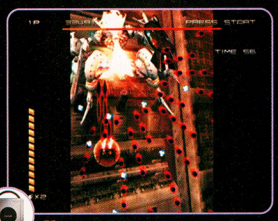
VOLUME 168 — MAY 2003

## Dawn of a New Age!

### Golden Sun: The Lost Age

Every now and then, the heavens part and a life-changing RPG falls from the sky. The sequel to Golden Sun breaks the horizon next month, and we've stared at it long and hard to bring you brilliant strategies!

## Great Previews and Reviews



### Ikaruga

### Lost Kingdoms II

### James Bond 007: NightFire

### Castlevania: Aria of Sorrow

## Let There Be Light!

The lightbulb just went on—we had a great idea! Why not give away tons of GBA SPs and the coolest games to play on its cutting-edge technology? Be there for our Player's Poll Sweepstakes next month.

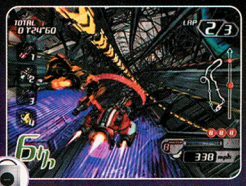
Tom Clancy's SPLINTER CELL™

Espionage on the GCN has never been so dangerous. The next Tom Clancy phenomenon is nearly upon us. We'll sneak up on Splinter Cell and extract the full story about both versions of the game—and their connectivity.

### Tom Clancy's Splinter Cell

## Plus!

- RED FACTION II
- ARMY MEN: SARGE'S WAR
- SUPERMAN: SHADOW OF APOKOLIPS
- TRANSWORLD SURF
- X2: WOLVERINE'S REVENGE (GBA)
- YU-GI-OH! WORLDWIDE EDITION: STAIRWAY TO THE DESTINED DUEL (GBA)




### Tube Slider

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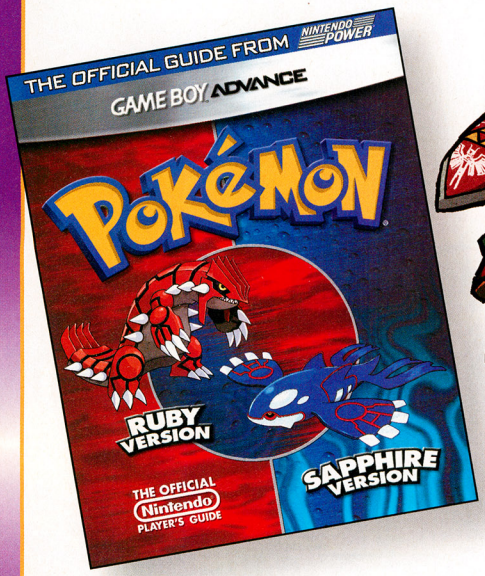


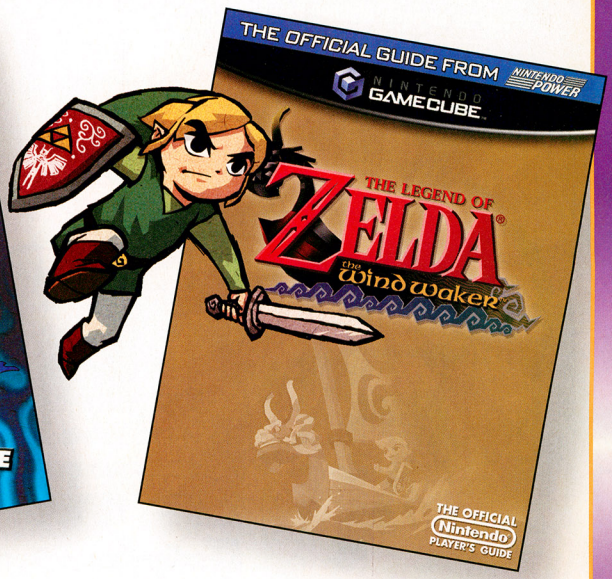


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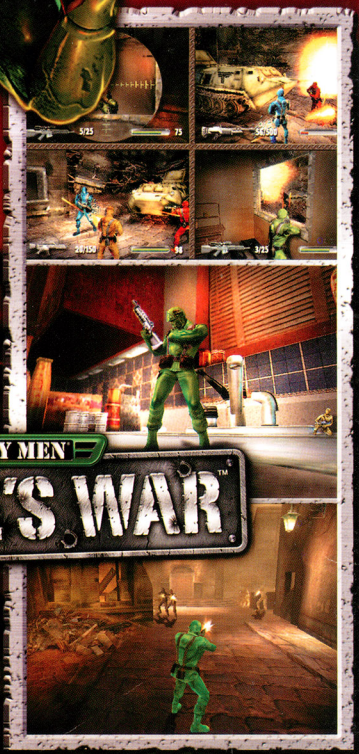
# ONE FURIOUS SARGE IS ALL YOU NEED!





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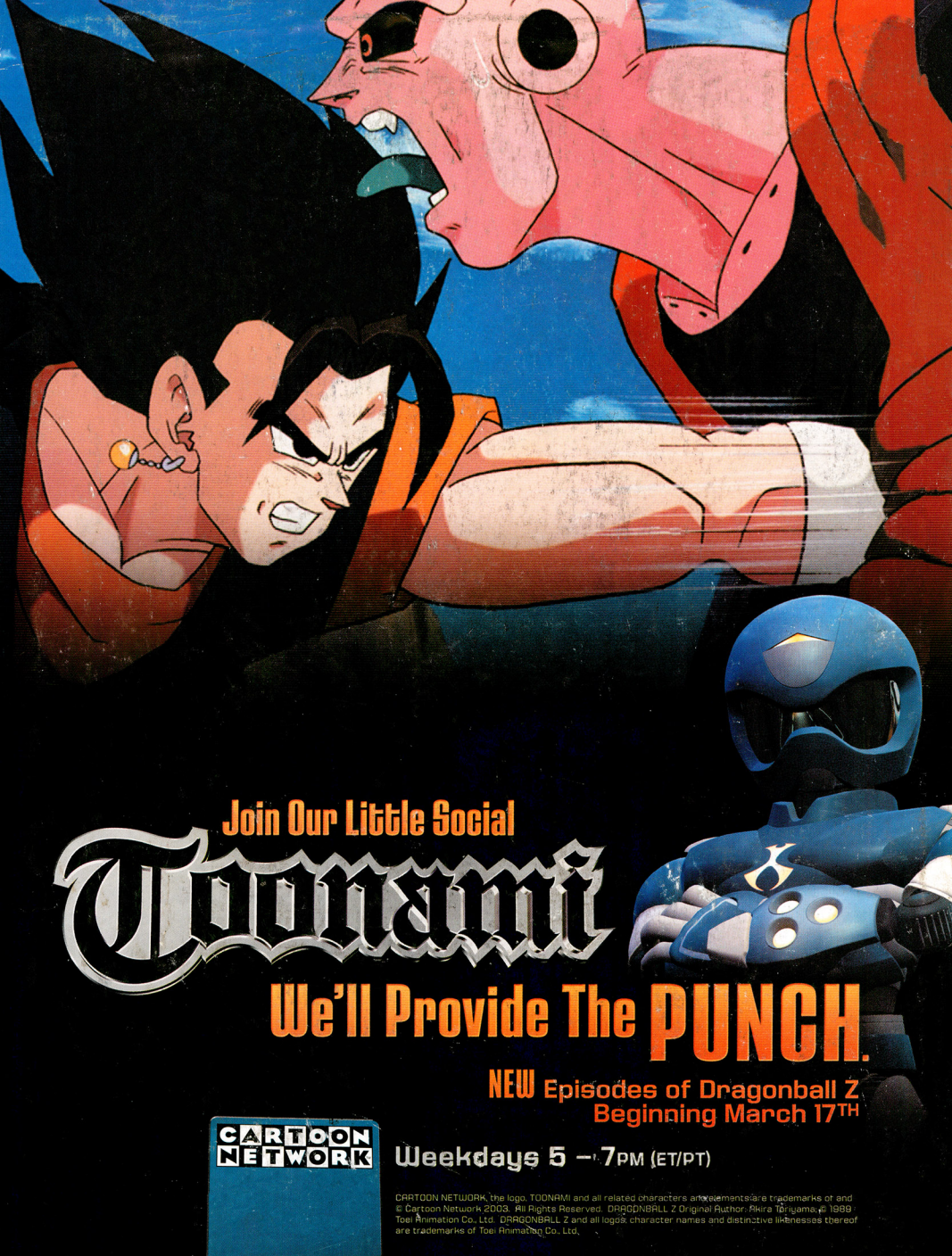
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